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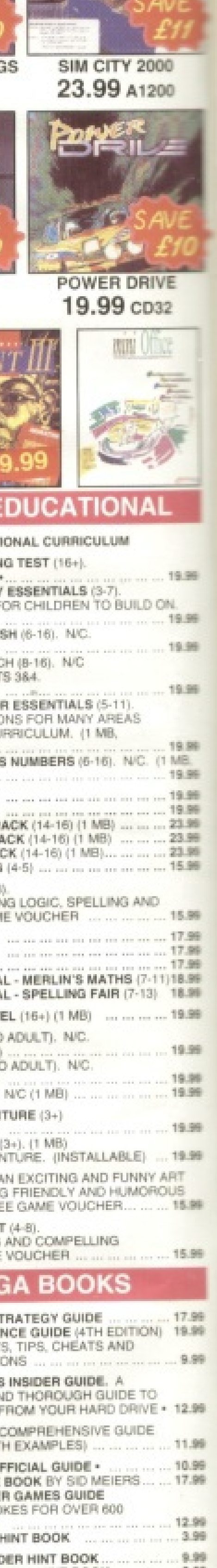
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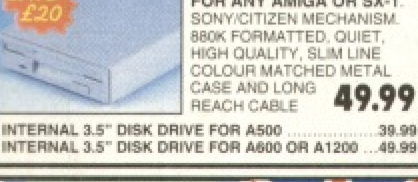
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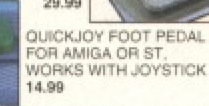
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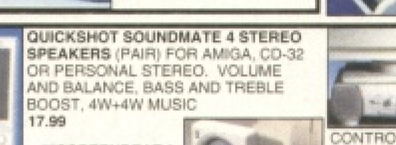
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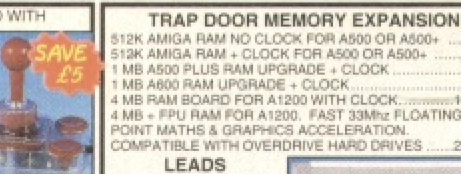


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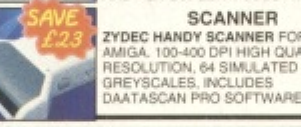
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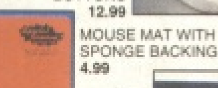
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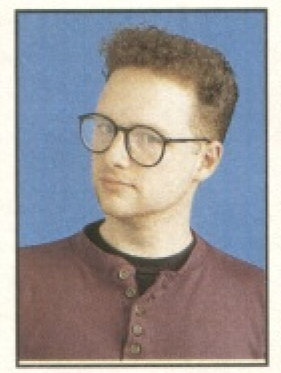
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It's with a spirited and a hearty cheer that I greet you this month, dear readers. Yes, my once pallid complexion is now illuminated by a beaming, rounded smile, for I am at last editor of this noble tome. My tummy is full and satisfyingly lumpy due to large amounts of turkey and pud consumed at Christmas, which puts me in the right shape for this learned seat, at least (see under Dave Upchurch for further details). And the great bunch of WiPs and reviews we have for you is far above what we should expect at this time of year. But these are not the only reasons for my sunny demeanour. No! For 'tis almost Valentine's Day, and it's brought a warm glow to The One's usually dismal office. Or maybe that's the recently-fixed radiator. You see, we love you all in that special way, and we've shown our affection by creating this special Valentine issue. Hope you love it too.

Andy Nuttall,
editor.

Page 81 is having an affair!

BOO! ...20

Is the sort of thing I most definitely would not say to a goose, though I might try 'Sod off beaky'! Small ghosts hoping to appear in platform games, however, had better be prepared to utter the dreaded B-word with its attendant spine-tingling exclamation mark, at the splat of a bat's dropping, er dropping, or face the chilling consequences. Scary stuff in the near future, MicroProse doth assure us!





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Love is aaaaaarse...



SHADOW FIGHTER....36

The Flaming Arses from the planet Haard have landed in your back-garden and singed the squirming feathers from the breast of the melifluous Nightingale which nested in the Withy grove and sung to you of love.

90 COMPETITION

Win a Scrummy Video Recorder! Gremlin, those clever Shadow Fighter people, have decided to give away a video! Because of the obvious connection between a video recorder and their latest aggressively-umbered beat-em-up, of course!

92 WINSOME WINNERS

Yes you are! You have won the greatest price in The One's lugubrious lottery of love. See how its well-oiled parts fail to let you know you've scooped one of our delectable competition prizes until just after your death.

94 A CHASTE PECK ON THE CHEEK PD ZONE

Yes, we've got PD. So until we've been to the clinic, it's strictly love in a Platonic styley for you and me. Matron. Pass the mercury.

96 CUPID'S RECOMMENDED

I love you all, so here are 40 games which found a bit of slightly-used happiness through our pages and never looked back! Except to see whether they'd just skipped through anything nasty.

98 INTRODUCTIONS

Don't spend next month alone! Get together with The One, the sure-fire–iest way to be a success with girls, or indeed boys, if that's your particular poison. Mine is hake.

ES FEATURED IN THIS ISSUE

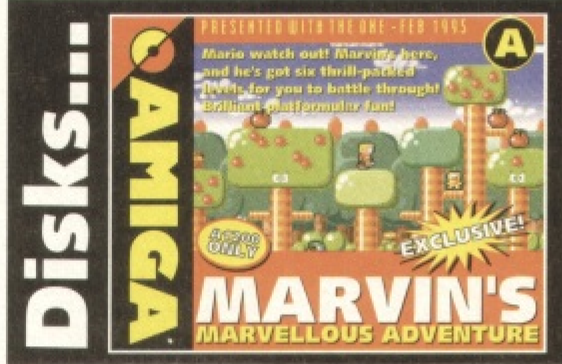


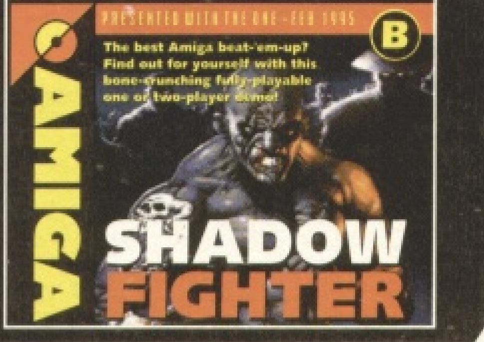
FLINK.... 44

Is the sort of noise a platform game might make if you coated it in sugar and dropped it into a china tea-cup. Ah, but would it be about this cute apprentice wizard on a desperate quest to save the land of Imagica? The chances are, no, but then you probably reckoned without the wicked Wainright, who used to write nice walking books on the Pennines, but has now apparently gone mad and started hiding the crystals!



Disks...





BOOT SECTOR

MARVIN'S MARVELLOUS ADVENTURE

21st Century A1200 Only

You have, no doubt, seen a couple of platform games in your time, and it is therefore a bit of an event when a new one captures our interest enough to make us want to include it on one of our coveted demo disks. Well, here's *Marvin*, and he's great!

There is a story line behind *Marvin's Marvellous Adventures*, but hey! let's not get bogged down with pap like that when there's a jolly damn fine game waiting to be loaded up and played.

As is the norm with platform games of this, or indeed any ilk, you have to make your way across a number of levels, travelling from left to right, collecting as many things as possible, and avoiding the many nasty creatures that inhabit the strange lands. Jumping on bad guys' heads is always a popular way of dealing with them, but you can also get in close and kick them should you be the violent type (and let's face it, most of you are!)

I thought Hank Marvin was an older fella.

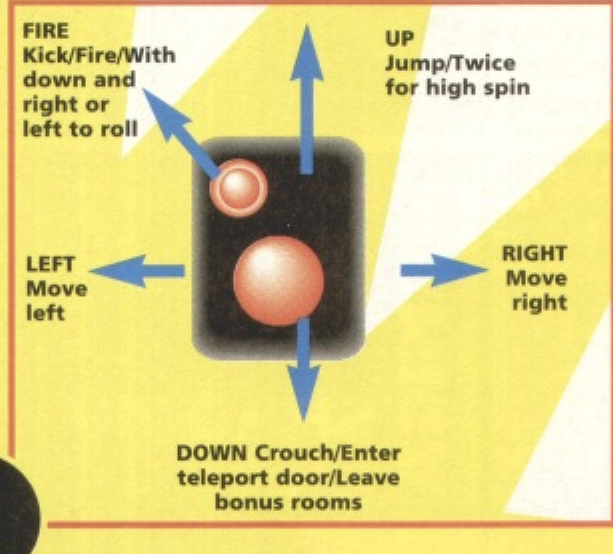
As previously mentioned, there are tons of bit and bobs to collect along the way, including some rather handy, er... yellow moons with faces, which can be used to throw at baddies by pressing fire. The very top right of your display switches between showing how many of these you currently have, along with how many stars/crescents etc. you've managed to find (with your number of lives underneath.) While I'm at it, it's also worth mentioning that your health is shown by the coloured lights in the top left.

When it comes to attacking the really big baddies, you might need (well actually, you WILL need) to make use of the rather convenient cannons that have been left around. Though for most of the time the cannons are used to boost your jumping abilities, should you find a nearby pile of balls, you can kick these across to load the cannon, and then kick the cannon to shoot the big mutha'. If you want to aim the cannon specifically, you can also push right to lower the barrel.

Most baddies will simple reduce your health, but watch out for water as it will quite happily take one of your lives instantly. Fortunately there are a few things to help, namely a boat, a killer crescent, jet packs, and even the odd bonus room hidden about the place. Hmm, sounds intriguing, huh?

Well anyway, it's all the sort of standard platform fun that you've come to know and love, so get your trousers off and prepare for government. Or something.





LOADING YOUR DISKS

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2. Love. Love changes everything. As should our disks once you put the one you want into the drive and turn your Amiga on.
3. You can't hurry love, but you can, however, speed things up here by kissing your mouse while waiting for the basket of love to unfold upon your screen.
4. The power of love will, hopefully, make you think of us as you step, steaming, from the shower afterwards. We love you.



Though The One loves all its readers, we are especially in love with you this month thanks to that naughty Cupid flying overhead, shooting people at random. A deeply sincere Matt Broughton opens his heart and sings tales of love, joy, and... er, demos. Ear plugs anyone?



MARVIN'S MARVELLOUS ADVENTURE
21st Century
(A1200 Only)





SHADOW FIGHTER
Gremlin Interactive



WHOOPS!!

Due to the large number of duplicate disks made, the occasional one is as efficient as Andy Nuttall. If you're unlucky enough to get one of these (disks, not Andy Nuttall) please except our humble apologies, but PLEASE DON'T SEND THEM TO US! Instead, send then to this address with a SAE for 28p:

The One Coverdisk Returns,
Diskxpress,
Unit 7, Willow Court,
Bourton Industrial Park,
Bourton-On-The-Water,
Gloucestershire GL54 2HQ

Now cross your fingers that we get a real editor soon, and wait for your new disk. If you think your problems can be solved by phone, call Diskxpress on (0451) 810788 on weekdays between 10am and 5pm. I do what I can. I work for a living (not for bloody long — Andy.) and that's who I am. I do what I can.

The Small Print Bit.

1. Whilst we here at The One make every effort to check the coverdisks for all known viruses, we can accept no responsibility for damage caused by viruses which may have escaped our attention.
2. The One and its retailers are not liable for any unnotified changes to the contents of the coverdisks which may occur.

SHADOW FIGHTER

Gremlin Interactive

Hello! What's this then? Well, just in case you haven't had a gawp at our bosh-tastic four page review of this Gremlin stunner (turn to page 36 now!) it's about (a bout — geddit?) the best *Street Fighter 2*-esque beat-'em-up you're likely to see this side of an Amiga. Well we've got two of its bestest characters for you to get your fists into, either as a one-player game against the rather tasty CPU, or up against a mate (whose tastiness I can't really comment on right now. Photographs to the usual address.)

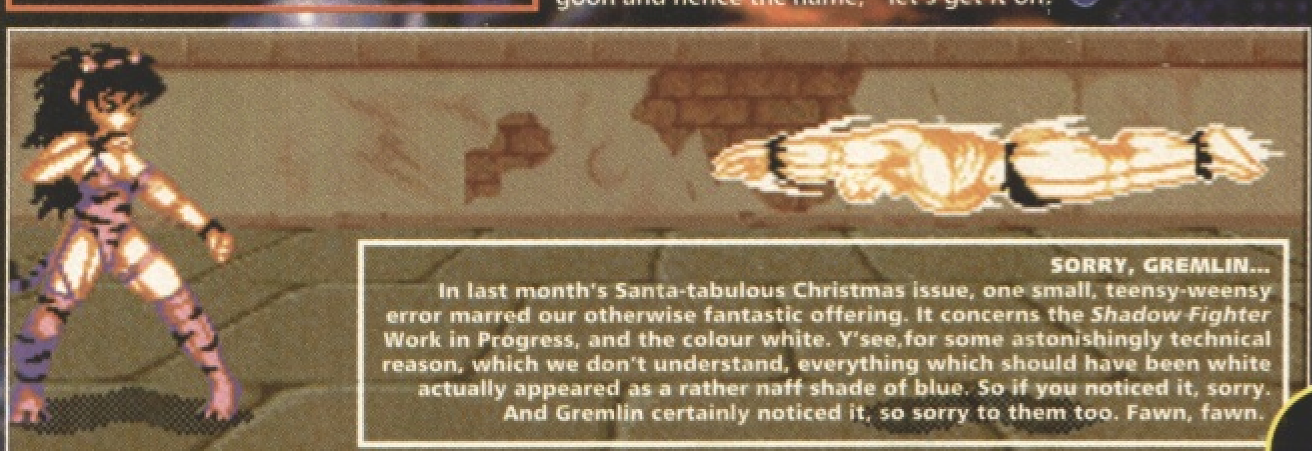
Though you'll initially be presented with a options page, we've very cleverly disabled it, thus rendering it totally useless. Clever, huh? Still, it's got a nice blue background so don't come complaining to me about value for money.

FIRE Initiate move
UP Jump
LEFT Move left
RIGHT Move right
DOWN

All you need to do is select either a 'VS Battle' for a two-player tournament, or simply 'Fight' to go up against the CPU. Next you'll need to select either the quite bald, not to mention half-naked, Yarado, or the rather foxy Manx, (er Manx is meant to be feline, Matt, you goon and hence the name, Manx, which is a cat, without a tail. — Andy.) complete with kinky boots and large, er... leotard attachments.

After selecting the Pakistani stage (and yes, I know this is pointless considering there are no other locations available) it's time for a quick run down of the fighters' statistics and specialities before you get into some serious fisticuffs. You can also choose to fight the same characters against each other if you fancy. Just thought I'd mention that.

Right, you should now be face to face against each other in a general 'hit me' scenario, and it's time for action. You can block by moving away and pressing fire, and though I won't repeat tons of the stuff I talk about in the review, suffice it to say there are billions of moves for you to discover. The best way to find these is by experimenting with rotations and part-rotations of the joystick (i.e. from down to down left to left and then fire, or 180° from left through down to right and then fire, etc.) So, without further ado, er... let's get it on!



SORRY, GREMLIN...
In last month's Santa-tabulous Christmas issue, one small, teensy-weensy error marred our otherwise fantastic offering. It concerns the *Shadow Fighter* Work in Progress, and the colour white. Y'see, for some astonishingly technical reason, which we don't understand, everything which should have been white actually appeared as a rather naff shade of blue. So if you noticed it, sorry. And Gremlin certainly noticed it, so sorry to them too. Fawn, fawn.

NEWS

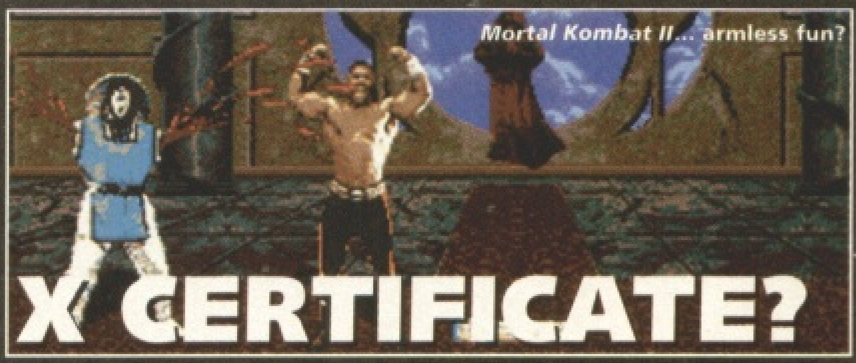
CAN WE HAVE OUR AMIGAS BACK PLEASE MISTER?

It's almost too embarrassing to mention, but there are clear signs that the battle for Commodore is nearing a climax. Ever since April, we have tried to find different ways to say "the end is nigh", but always, as if in a flash, absolutely nothing happens. Now, the two remaining opponents, Commodore UK and US-based CEI, claim to have lodged big wedges with the accountants who will make the final decision. The UK team is "supremely confident of a result" and has privately poured mucho cold water on the ability of its rival to deliver the goods. Let's hope, now that 1995 is well underway, that someone — anyone — is delivering the goods into the shops and we can all start leading our Amiga-obsessed lives again.

Meanwhile computer games retailers continue to weep when they see the shelf-space where the Amigas used to be. Okay, well maybe that's a tad presumptuous, but they sure do miss the AGA blighters. A poll of 50 specialist games stores by industry rag *CTW* asked "would you like the Amiga back?". A stunning 82 percent said "you bet your bum", or words to that effect. The fact is, the store owners want to be able to offer an affordable home computer alongside the consoles and the multimedia PCs. The only machine up to the task is the Amiga. So there!

What's more, those polled want Commodore UK to win the battle for the technology. Joint MDs Colin Proudfoot and David Pleasance were voted second in the "hero of the year" section. Good grief.

David Pleasance... a bit sick of seeing exactly the same picture of himself in *The One* every month



Mortal Kombat II... armless fun?

X CERTIFICATE?

The government is set to slap official age ratings on violent beat-'em-ups. Home Office nobs have sent out a directive to the games biz warning it that "nasty" games will be treated like nasty videos and receive a certificate. Scary, eh?

Actually, this is a bit of an unexpected move. Traditionally, games haven't needed to get a certificate unless they feature film footage, simply because games sprites are considered to be cartoons, rather than realistic humans. Under the law, only human acts of violence and sex count. So games got away with it.

Last September the games companies voluntarily began to put their own certificates on releases. But the fact is you could still buy an 18 rated game, even if you were eight. Now, though, the government has had a rethink and publishers have been warned: submit your game or risk prosecution.

Despite the palaver about unsuitable games, eight out of 10 of all releases are suitable for all ages. That's the opinion of ELSPA, the body which puts the voluntary ratings on games at the moment. And it goes on to say that, of the remaining 20 percent, only one percent are rated 18 or over.

LEMMINGS LEAP

Oh no, more *Lemmings* answers. Home computer book publisher Kuma is preparing to launch *Lemmings: The Solutions* for Amiga players in a few days time. This 270 page opus sets out the solutions for the screens featured in the first three *Lemmings* outings — *Lemmings, Oh No! More Lemmings* and *Lemmings 2: The Tribes*. Every bridge is built, every tunnel is dug. It's yours for £9.95.



ocean

SALES UP

The good sports at Manchester-based Ocean have decided to put their full weight behind the Amiga and, even better, to spread releases throughout the year. The company has apparently decided it's had enough of saving everything until November, and getting lost amid the general clamour for some space on the shelves.

And it starts between now and the Spring with *TFX* on the A1200/4000, and a handful of unconfirmed others on the schedules, many of which have emerged from Ocean's deal with EA last year. Watch this space. Well, okay not this one. Another one, in a later issue.



GAME ON

Are we a nation of sad loners staring into computer monitors? That's what the *Daily Mail* might like to think, but new academic research says we're not. Playing computer games, it says, speeds up our development by sharpening our problem-solving skills.

"The way children approach problems presented by a game," said Prof. Stephen Heppell from Anglia Poly, "is frequently very close to they way they should solve problems in their science classes at school."

The prof also thinks kids get a confidence boost out of the fact that they are better than adults at playing games. So there you have it. Play *Cannon Fodder*, improve your inorganic chemistry and humiliate a grown-up in one session. And that's no word of a lie.

FEEDING THE 5000

The Amiga proved that it's still more than capable of throwing its own party when the World Of Amiga show was swamped with visitors. An estimated 5,000 devoted fans poured through the doors at the event, which took place at Wembley at the beginning of December. And that was just the Friday. Roughly the same numbers showed up the following two days as well, so the total attendance was at least... er, three times 5000 is... oh sod it, you work it out for yourselves.

It was a fitting tribute to the real grass roots enthusiasm that still exists for the old boy. The punters weren't shy about shelling out for kit, either. Commodore had cleverly held back 250 A1200s from its stocks earlier in the year, the blighter. And it sold the lot in the first morning. Gosh.

GOLF GLITCH

Virgin and Sensible are still on the practice tee for *Sensible Golf* — so the eagerly-awaited Pringle extravaganza has been delayed until April. It's still sure to be the highlight of this year's games pageant. And Virgin might just have another winner in *The Jungle Book*, which follows in May.

Jungle Book... might cause more of a 'hullo balloo' than even *Sensi Golf*.

GIANTS STEP ON IT

According to Chinese wisdom, 1995 will be the year of the multi-national entertainment conglomerate. What? Not the goat, then? No, if the experts are to be believed, then this is going to be the year in which the music and film giants gatecrash the games publishing party, smash up the toys and redecorate the house in a style of their own choosing.

They already have a foot in the door. Last year Time Warner (which owns Warner Bros) took over the reins of *Rise Of The Robots* from little Cheshire-based Mirage, and it also bought out Renegade. Meanwhile Sony continued to snap up products from all and sundry (having already purchased Psygnosis) and BMG switched its attention from Whitney and Take That to interactive products and formed BMG Multimedia. Now, BMG is involved in one of the biggest rumours of the day — that it wants to take over the mighty Electronic Arts.

Every medium-sized company knows that it can't compete with these guys unless it gets some dosh from somewhere. This is why Ocean has taken a few million from French media giant Chargeurs, Virgin's done the same from Blockbuster Entertainment, US Gold went to the stock market and Gremlin is thinking of doing the same.

What this all means for the Amiga is hard to say. It's tempting to be a bit pessimistic. After all, these giants want to make games they can sell worldwide. And we all know how well the Amiga sells in the US, Iceland and Papua New Guinea. It doesn't, basically. But smaller publishers like Team 17 have grown up with the machine, and even if they hand over a bit of control to some greater power they may well plough on with it.

VILLAIN NABBED

An unemployed Brummy who traded Amiga games illegally on the Internet has been ordered to pay a £500 fine and had all his kit taken away.

Robert Butler operated a bulletin board called Krypt in his plentiful spare time. He offered to download free software into other users' machines, on the condition that they upload one of their own. What a scam! It's also stealing, of course. The games companies get no cash for their work in a situation like this. And when they lose out, so do the rest of us. Without profits, where do the new games come from?

Butler was rumbled by the games industry's own police force in March. Its agents claim that "stolen" software deprives the biz of £777.8 million a year.

RISING CHAMP

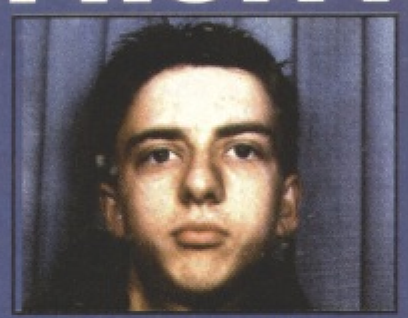


ROTR... cyberpants pulled down by *SWOS* in the Xmas chart decider.

Some stupendous releases made Christmas a season to be jolly for Mr and Mrs Amiga, er, and their two kids. *Rise Of The Robots* and *Mortal Kombat II* vied for the top spot in the all-formats Home Computer chart, to show that beat-em-ups are not just a cart thang. But they were both trumped by *Sensible World Of Soccer*. This monster sequel shipped 50,000 copies across Europe on day one. And on Amiga only! Ha!

Meanwhile, *Theme Park* from Bullfrog/Mindscape is set to provide a seasonal (that's Easter) treat for CD32 players. Bullfrog's Les Ellis said the anticipation from fans was huge: "We've been inundated with calls asking when *Theme Park* would appear on the CD32." Ocean also had good reason to let out a satisfyingly loud sales burp. It shipped 20,000 each of *Jungle Strike* and *PGA European Tour Golf*. Hurrah!

UGLY FRUIT?



Look at this blokey we've got for you, girls! His name's Matthew Brailsford, he's a winner — but before you all run gagging for the nearest phone book, it's not the National Lottery he's won. No, it's even bigger than that: he's the official *Premier Manager 2* Manager of the Year! For his troubles, he not only gets his mug (this mug, in fact) into *Premier Manager 3*, but also a cup and £250 are his too! Lucky guy — and lucky gal, too, whoever snaps him up. Grrrr.

CLOSE ENCOUNTERS

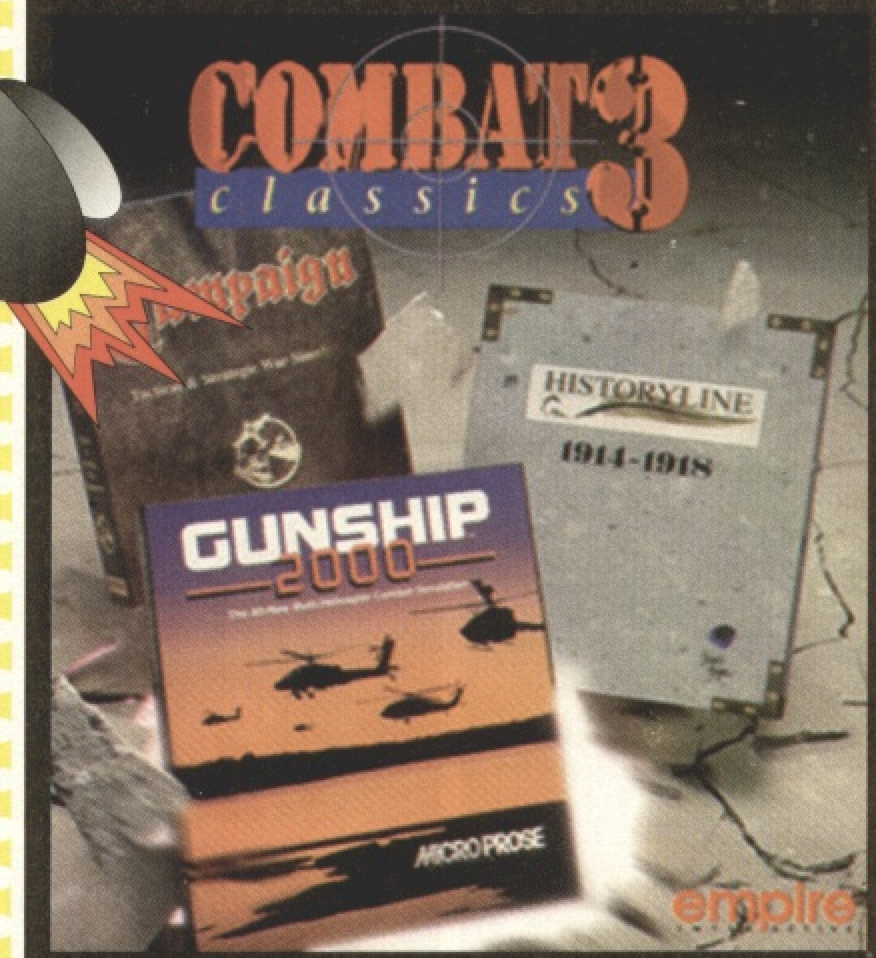
● "Turn it ooo-oo-o-onn, turn it on, turn it on again." Yes, that was Genesis at their most lyrically fabulous. Now, the three public school rockers have turned it on (cash-wise) for Alternative Software. Budget specialist Alternative wanted to set up a CD operation — and Genesis stumped up some of the wonga. Wild! The resulting set-up, Quicksilver, is up and running and supplying CD32 discs to the market.

● Meanwhile another aging muso, Feargal Sharkey, has become a paid-up member of the interactive biz. He's going to be working for ESP, a record label which dallies in "interactive" albums etc.

● Disabled netsurfers might learn something from a new on-line service set up by the British Computer Society. The Internet site gives information on tailor-made peripherals for disabled computer enthusiasts, as well as tips on government benefits etc. And a company called Division has developed a VR headset which teaches disabled people how to use public transport. Real rides are recreated to boost the self-confidence of those who traditionally take the safe bet and get a lift with someone.

● London-based Amiga players might want to investigate *Interactive*, a new TV prog devoted to games by the same company which makes *Movies Games & Videos*. There is a catch, of course. This is one of the pioneering shows on Channel One, the UK's first cable news network. Channel One is backed by Associated Newspapers and broadcasts 24 hours a day, every day.

● Video CD technology, in which the Amiga has a strong presence, took a giant step towards global acceptance when Technics launched the first midi hi-fi system to support it. Just launched in the US, the SC-VC10 is one of those tiny things which features a radio tuner, cassette player, audio CD player and — yes — a Video CD player too. The Amiga CD32 is one of the few machines currently capable of playing movies from a regular CD. Philips, which supports the technology in CD-i, says virtually every consumer buys a CD-i with Video CD built in, or adds the peripheral within eight weeks. Oh.



PAIR OF THREES

Empire Software is preparing a little January treat for Amiga fans in the form of the *Award Winners Platinum* compilation. The prize-winning package comprises *Frontier: Elite 2*, *Civilization* and *Lemmings*, and costs £39.99.

This lot should keep you busy for a few weeks, unless, like the pampered writers at *The One*, the new year is your time to nip off to the Bahamas (Eh? — *The One*.).

Empire's other Amiga trilogy *Combat Classics 3* has just been released. It includes *Campaign*, *Gunship 2000* and *History Line*. The company has told us to expect more of the same throughout 1995. The only problem is, how to follow "platinum" in its Award Winners series. Any ideas? We think 'Corduroy' has got a nice quality ring to it. Empire is also lining up *Dawn Patrol* on Amiga this month. Allegedly.

GAMES CHART TOP TEN

1. (—) SWOS (Renegade)
2. (2) Mortal Kombat II (Acclaim)
3. (—) Theme Park (EA)
4. (1) Cannon Fodder 2 (Virgin)
5. (3) Football Glory (Black Legend)
6. (4) Premier Manager 3 (Gremlin)
7. (6) Tower Assault (Team 17)
8. (—) Power Drive (US Gold)
9. (6) OTB League Edition (Daze)
10. (—) PGA Euro Tour (Ocean)

DOUBLE DABBLE

Fans of that flowingly-titled Krisalis game, *Manchester United: Premier League Champions*, are in for a bit of treat next month with the arrival of the slightly more pronounceable *Manchester United: The Double*.

'The Double' features many of the, er... features that the games playing public has been asking for, including an editable data base for those saddies wanting to keep their teams up to date (or to keep Harry amused while he puts together an Aston Villa side of 1898).

You can also design a team strip, as well as getting up to your armpits in the transfer market, while the matches themselves have been changed to an isometric 3D sort of affair. Money fans will be interested to know that 'The Double' costs £29.99

ELF STRIPPED

Renegade's glorious beat-'em-up *Elfmania* is to be serialised as a comic strip in the Manga fanzine *Animenia*. Fanzine editor/illustrator Josh Clark and writer Simon Dominguez were attracted to the game because of its strong Japanese flavour. They have received permission from Renegade to start work on the strip in issue five, which will be out soon. Clark is keen to inject some humour into the project. "We've had a look at the other stuff around like the *Mortal Kombat* comic and decided it's a bit dark. We want to do something different," he said. Set in Muhmulandia, the strip will feature all the characters from the game. It will run over three pages every issue. For more details call Josh on 0734 844335.



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A1200

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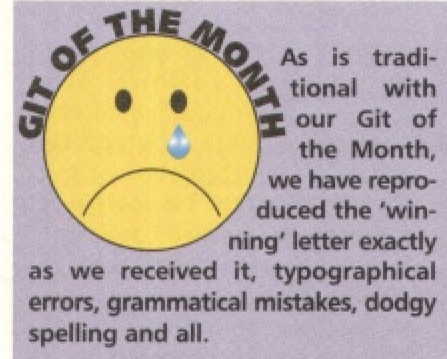
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Letters

I warned you. Now Miss, thingy, you know the old bag what rides around on her bike, is the only one left alive. I will do to her what I done to the others unless you give me what I want. This time it's Valentine's Cards. Real ones, with girls names in. And lip-stick. Send them to me quick or the old busy-body gets knee-capped. Write to: Letters, The One, 30-32 Farringdon Lane, London EC1R 3AU.



As is traditional with our Git of the Month, we have reproduced the 'winning' letter exactly as we received it, typographical errors, grammatical mistakes, dodgy spelling and all.

YOU DARE PRINT MY LETTER

(No salutation),

I totally share the sentiments of C. Cavey of Southport (letters Dec. 1994) although we differ on one point. He is only considering not buying *The One* anymore. I am cancelling my order from today.

To call someone thick and imply that they are illiterate when they complain about a very valid point, just shows what a low mentality you have, as well as being downright rude. Pick faults out of this letter if it amuses your obviously very low IQ. If you dare print my letter, I won't read it, as I will not buy the mag again.

Mrs Kathleen Crane
Coventry.

Our very humblest apologies, Mrs Crane. Yes, you are quite right, there is no definite link between stupidity and illiteracy, a fact which your letter illustrates quite superbly. You've obviously taken great pains to ensure that there were no spelling mistakes or grammatical errors in your letter, and yet the inanity of your argument and inconsistency of your opinions (not to mention the clumsiness of the syntax) shines through again and again. Well done! You castigate us for 'insulting' Mr Cavey and then proceed to 'diss' us with the phrases 'your obviously very low IQ' and 'low mentality'. If that's not obviously pretty stupid I don't know what is. You should have remained aloof, refrained from stooping to our level, claimed the moral high ground, shouldn't you Mrs C? Instead you've just come across as a bit of a twit haven't you? And what's more, a silly and priggish one as well. But perhaps you thought your neat handwriting with its grandiloquent capital letters and painstaking loops would fool us into thinking you were clever? Sorry Mrs C!

And what exactly is a 'low mentality'. Does one have to be lying down, or even dwarfish to appreciate the phenomenon? As for IQ tests, they're a load of old rubbish aren't they? All those shapes? Absolute kids' stuff, my dear Mrs Crane.

And by the way, what was your point exactly? That you agreed with C. Cavey? 'Pucking Hell' beyond the pale is it? Hello? Hello Mrs Crane, wake up! You've been dreaming you live in Fairyland again haven't you? A 'puck' is something you play ice-hockey with. 'Hell' is where you go and roast forever if you're bad. That's all there is to it... Oh-no! You don't mean you thought that — oh that's just too disgusting and outrageous and filthy. You thought that we were implying, well... you know. Oh, how could you? Little us! Mrs Crane what a dirty mind you have!

But in that case I don't blame you for never wanting to buy The One *again. In fact, I ought to sack us all and close the magazine down at once. Still, in this, the darkest hour of our reckoning we can take real comfort from the fact that our loss is the* People's Friend's *gain.*

But I can't let it end like this. I can't bear to think of you sneaking into Smiths just to see if you made it to 'Git of The Month', and you must read my reply, or you will never know of our repentance. I know, I'll send you this issue of The One, *just so that you can see how much we appreciated your letter.*

RUBBED UP THE WRONG WAY

Dear *The One*,

I am not worthy!! Many thanks for bestowing upon me the title, 'Git of the Month' in the December issue. All my friends down at the Chess Club were highly impressed!

Allow me to reply to a few comments made by Matt and Harry. Firstly, why am I a "sad, sad, lonely arse" for enjoying and paying attention to the *Alien* trilogy? Is not Julian Smith of Sheffield (Letters, October '94) also a saddo too? I think not. Matt even confesses to being a "sad *Star Wars* freak himself on page 94 of the last issue!

The reason I was so disappointed with Matt's comments about *The Clue* is that the events that occur in the game can and do take place in real life, and they were being glorified. That is the difference between *The Clue* and games such as *Ruff 'n' Tumble* or *Populous*. Every day you hear of shops and banks being turned over — but when was the last time the headlines boomed 'Spotty teenage god showers Earth with fire and summons plague'? Do you see the point I'm making?

As for Harry's remarks about our 'wonderful boys in blue', my initial response to events at work is never to 'kick the living crap' out of anything. I am neither a thug nor a member of the 'funny handshake' brigade, but I have been on the receiving end of two sustained beatings during the past year which weren't particularly enjoyable. But there you go, that's the perks of the job for you.

Finally Matt, it's not that I don't enjoy your work; far from it. I find your reviews and articles to be informative, well written and humorous. It's just that this one review rubbed me up the wrong way (oo-er!) and so you got an angry letter in response. Hell, I even think my girlfriend fancies you because you remind her of Jason Orange from Take That! So you can't be all bad. Perhaps one day we shall meet and discuss the melodic delights of Björk's "Big Time Sensuality" over a bottle of cold fizzy stuff. But probably not.

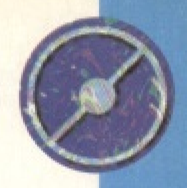
Keep up the (mostly) good work, and have a great Christmas!

MG Thomas
Caerphilly

Bugger. It's a fair cop! You've got us 'bang to rights' MG (any relation to the harum-scarum 60's sports-GTs?), so slap the bracelets on and we will come quietly. We hate it when people are flattered to be 'Git of The Month'. That's not the point of it at all. I mean you can't really be a git if you take the stick and then reply in kind, can you? And as for admitting that Matt's review just sort of 'rubbed you up the wrong way', and to cap it all, slipping a cheeky 'oo-er' afterwards, well it's just too much! What are you after, MG? Are you trying to destroy us with your good-natured bonhomie?

I suppose, in retrospect, we ought to have realised that anybody who reads The One *regularly is going to be a decent cove, whether they are a serving police officer, a cabinet minister or even a girl. Why, even the stars of BBC 1's brilliantly anarchic sit-com* The Vicar of Dibley *are devoted fans of our knock-about repartee! Missus!*

As to your girlfriend fancying Matt, are you completely sure that



she didn't say he reminds her of 'just an ordinary prat'? I know how those heavy helmets can wreak havoc with the inner ear.

ONE LAST THING

Dear *The One*,

What can I say, Andy? What a great start as editor. I couldn't believe my eyes when *I saw the Rise of The Robots* demo, and I would like to say "thanks". There's one last thing, ask Jo Winslow out. Yours happily

Christopher Kemsley
High Halden

Ta ever-so, Chris. Yes, ROTR looks super, doesn't it, and it looks even more super-er on the CD32. Unfortunately we think it plays a bit soupily too, but hey, glad you dug it mate. As to your last point, well I did as you said, but things didn't go too well.
Me: Hello, Jo. Er... out?
Jo: What?
Me: Out!?
Jo: Owl?
Me: No, no! Out?
Jo: Sod-off, Dai-boy, etc...

A PROPER LETTER

Yoodle doodle *The One*,

Makes a change eh? Firstly congrats on a brilliant issue (December). Luuverly coverdisks. Any more like that coming? Anyway, my point is, since the festive season is drawing to a close... and we have seen many a wonderful game grace our computers... what about reviewing some of the Great, Great, Crap Games? It's such fun reading about crap games. You really downgrade (cuss) them badly. I think you should publish a 'Top 10' crap titles every month along side your much excellent 'Recommended'. What do other readers think? Ta-ra for now,

Abs
London E1

PS. You said you never get decent letters, so print this, or no more decent letters.
PPS. Don't kill Jess, he's only a cat!
PPPS. Have you thought of showing Amiga users the Internet? There are loads of PD/Shareware games and utilities. And do yourself a favour, get yourselves an e-Mail address. Ever so easy to post letters to ya then!
You know...
PPPPS. Hmmm, how about setting up a magazine-type bulletin board with all the demos on it, and then people could subscribe for this most excellent facility... hang on, then no one would buy your mag!

Abs is a braking system isn't it? For flash cars and that? Oh, well... So what are you on about, you loony? We review games, good or bad, as and when they come out. We can't just review crap games when we feel like it — and call us daft, but we actually want every game we receive to be fab. We hate slaggin' something off, but as 'responsible journos', occasionally we have to. Mind you, it doesn't make much difference. We gave Kick Off 3 a right proper thrashing, but it still topped the best-seller charts for bloody ages. It just goes to prove the old adages: 'Truth is taller in Frinton', and 'Money makes the world go brown.'

The 'Top Crap Games Chart' thing is an idea we have played with before, and we shall continue to toy with it thoughtfully until we get some more feedback. I don't know, something along the lines of: "Woooyooyoooo-weeeeeee... yaaaooooooow... Foxy Lady!' And as for an e-Mail address; well, I tried to get on the information superhighway once, but I couldn't find my bus pass. By the way, love that diagram.



SOD CHRISTMAS

Dear *The One*,

I casually walked into the newsagent at the front of my School, and glanced idly at the computer mags section. As it is that time of year when I am saving for presents, I was resigned to doing without *The One* for a month, the first time since buying my Amiga. Then I saw it, could it be true? *Rise of The Robots* and *MKII* demos in the same mag! 'Sod Christmas' I thought, and bally well bought the thing.

The tension was building in my pants, questions race through my mind... 'is *Rise of the Robots* as good as it sounds?', 'Are the graphics smoulderingly sexy?', 'Is the gameplay simply gorgeous?' and 'What is that smell coming from my pants?'! Finally, I got home, and with trembling hands placed the *ROTR* disk in my Amiga. The sun shone brightly, angelic voices sang in my ears and a huge beaming smile broke out on my face, 'Oh joy, oh joy!' I squealed, 'not long now!' The screen changed, my smile broadened, I papped my pants. 'This machine has insufficient memory', it said.

'Oh what luck,' I shrieked, though it may have sounded suspiciously like 'what the F@*K!!'. 'But why so upset? I mean I only paid £3.95 on the strength of the demos!' I screamed as my fist crashed through my desk. 'I'm so glad they neglected to tell us A500 owners *ROTR* was incompatible!' I shouted as I torched my bedroom (slight exaggeration). It's all very well mentioning this slight flaw inside the mag, but I would have appreciated this fact being mentioned on the cover or the disk.

You are without doubt the best Amiga mag available, but this incident did not help to enhance my opinion of you, so don't do it again! Have a merry Xmas and a happy new year anyway!

Corin (yes, that is how you spell it and, no, it isn't a girl's name)
Williams
Plymouth.

PS. *MKII* was quite cool!

Well, Corin, if you were completely new to The One, I could understand you being a bit miffed — but as a bit of a regular reader you should know all about 'Boot Sector', which had the phrase 'Not A500 compatible' printed on it at least twice, in big letters! I mean it's not as if you can't open the mag to check, because we're sealed in a placcy-bag or anything, is it?

Anyway, there are ways to get around your problem-ette: 1) Buy an A1200, 2) Buy an A600, or 3) Buy an A500 plus. Alternatively, if you were really desperate to play the demo, you could get somebody who knows what they're doing (i.e. a qualified service engineer) to modify your Amiga so that it has a full 1Mb chip RAM, rather than its current half chip RAM-half fast RAM. Got that? Alternatively, you could always format the disk and chalk it down to experience. Oh, you already did. Ah.

WAFFLE, WAFFLE

Dear *The One*,

So many people write in with so much crap at the beginning of their letters, just to get them published. I mean, why write something ridiculous and force you to edit it out simply because it's garbage? So many people do it, don't they? They waffle on and on and on without ever getting to the point. What sort of cauliflower brain would write a letter about diarrhoea and send it to you? I bet you just throw them in the bin. Waffle, waffle waffle.

Here are some decent questions that have been bugging me for some time:
1). Is Psygnosis going to make *Nova Storm* for the CD32 or have they abandoned it like the 'Git of the Month' in the November ish. said? This is really worrying me. Help!
2). When is *Mega Race* coming out? Will it be before Christmas 1995? If so, on what formats?
3). Who actually replies to these letters? Is it you Andy?
4). Is the A1200 getting more and more software support? In your December ish. eight out of the 12 reviews were A1200-specific.
5). Does Andy have to read all the letters? It must take ages.
6). Is Andy going to be the next full-time editor, or is someone else going straight to the top?

Mark Hessletine
Hove.

PS. Please keep Harry in to do the the reviews. He is much better than you other lowly scum. He's funny too. Ha ha ha ha ha ha ha. There, told you.

Well Mark, you're a bit of a one aren't you? I mean, if we just edited out all the waffly bits in people's letters, as you claim is likely, then you wouldn't have written in to complain about it, would you, you goon. There's nothing better than a nice bit of waffle, as we at The One know only too well, though preferably we like ours to be soaked in maple syrup first. Incidentally, will you please leave the questions for 'Questions', in future, and stop trying to pretend you are a letter. Anyway, here are some answers.
1). Sadly, 'Git November' was exactly right in saying that Nova Storm has been canned. Quite why is unclear, but something to do with the programmers taking a sabbatical in PC land. Still, thank god it's only the sequel to Microcosm, eh?
2). Mega Race is still in development, according to Mindscape. And it should know, I suppose. However, it's pencilled in for release 'sometime next year' due to 'hardware compatibility problems'.
3). Guess.
4). We review whatever version of the game we receive, but I admit it seems that the A1200's becoming more popular. Er, hurrah!
5). We all read all of your letters, and it is always an experi-



ence of the deepest pleasure.
6). No idea. Ask the boys 'up top'. In fact, if you feel strongly that I should be made editor, write to David Kelly at the usual address, stating what a great bloke I am. However, if you feel otherwise, keep your thoughts to yourself, ta. Er, perhaps we should pretend I didn't say any of that.

GHANDI

Dear, Oh dear (funny),
Who is Simon? No, I know really, I just thought it would be a really good joke (mebbe not). Anyway, the last time I bought *The One* (apart from a week ago) was a year or so back an' I thought, "Wow! Who is this sexy new Ed?? An' then I laughed my head off and done something in my underwear (pants for that mat matter) that I wouldn't send to Mahatma Ghandi.

On the point of pants, (very interesting) who is that silly arse, Ludwig Ledbury? Did anyone ever tell him that pretending to be a nutter an' writing to mags is completely sad. People don't find it funny, they think what a sad git, go and post lettuces to your granny. Dave Upchurch never had to put up with this malarkey.

Terrovision are cool, Mr G Elder, the deranged Scottish Rangers fan is sad. Leave Jo alone, just 'cos she's got a life (unlike you lot) doesn't mean you should say she's getting tetchy for no reason (who wouldn't around you lot anyway) an' she wears nice clothes, (also could you ask her what bands she likes).

Getting back to the letter (which I think is proper) I really couldn't give a monkey's about Pat and his Psychomoggy, but I would like to say that your team is doing good, I like the way you answer the saddo letters — and please I 'm 73, bald, called Fred and pregnant, so don't make me 'Git of the Month'.

Fred Millwali
Dagenham

PS. Stop Saying 'pants'!

Look, Fred, it may surprise you to know that writing an' instead of, 'and' is pretty bloody sad, further illustrating a disturbing trend towards Americanisms in our once regal culture (see last month's Tesco's 'take a rain-check' letter for further evidence).

And as for asking what bands our Jo likes, well that's nothing short of tragic, (she says 'rubber' and 'hair' by the way.) You are not 'Git of the Month', Fred, because we suspect that you wish to be. So don't try any more of your clever reverse-psychology tricks on us, because we can see through any veiled disguises, thick or thin, which you care to throw at us. Oh and I nearly forgot — PANTS, PANTS PANTS!! Next...

A BIT OF A MISSION

Dear *The One*,
Hi, it's Ben Riley here and I must admit, I'm on a bit of a mission. I'm determined to get my name in *The One* this month, and for at least the next two issues. Hmm... better write something that people will talk about. I know I'll aim for git of the month status. I guess I'd better sound a bit sad.

I've got an ST and it is much better than your computer because me and my friends can spell 'ST' correctly but your computer is much to hard for us to attempt. Okay, is that annoying enough? Maybe not. I know, I'll make a sexist remark that will get the readers writing in. Males are better at computer games than females because our breasts don't get in the way of the screen.

Just to make sure that people remember me I'd like to tell a crude joke with a hidden naughty word in it ...(snip)... Ha, ha, ha, I made that up myself. Oh well I guess I'd better go. Remember guys that's Ben Riley, not Ken Smiley writing this astounding masterpiece.

Ken Smiley
Maddington
Western Australia

Sorry Ken, couldn't resist that. Any road-up, you prawn, your letter of last month was much more likely to get in. It was short, pithy, and witty (for the Antipodes) into the bargain. This latest attempt is just too self-conscious, mate. You're trying too hard. Relax, and have a nice, hot cup of tea (as we say here in Blighty). And don't be discouraged, cobber, there's always next time. By the way, have you ever met Rolf Harris? We can't get enough of him and his didgeridoo up here.

ONE LAST THING

Dear Andy (if you haven't been replaced by a proper editor yet),
Sir Simon Byron hasn't really went to open a chippy has he? And can you do me a favour by awarding me a goody bag (and probly print me on the git of the month bit for being a cheap skate. Will it's worth a try.

I think the disks for the December issue was brilliant. Keep up the good work (without that Byron git).

Peter Song
Rugby

PS. My English teacher probly bollck for two paragraphs.
PPS. Sorry for the scappy letter but the wrote it on Sunday night 12am. Don't bother print this.

Peter, you chump, haven't you ever been down to Simon's Plaice (14, The Big Parade, Bournemouth)? Its Gurnard roe is famous throughout the gorse-strewn heaths of Thomas Hardy Country! And if your English teacher will 'probly bollck' you for two paragraphs, I hate to think what she'll do for your mis-spelling the word 'block'.

Still, your lovely letter with its charming English and original use of grammar speaks of an innocence and frolicksome insouciance that I find most attractive. Fancy a job?

Incidentally, you don't happen to have a sister called Annie, do you? Or perhaps good old Uncle Goingfora? No, thought not.

NOT A GOD

Dear *The One*,
I am writing in with mixed thoughts about your magazine, which I feel is a change from the regular moaners you get writing in. Firstly, the December issue. What a load of arrogant grumpy gits you get on the Letters page. Firstly, this 'Sensi God'. One of *Sensi*'s faults is that it's a bit easy. Loads of people can do the leagues etc. including me, but I don't consider myself to be a god of any kind. Also, your excellent demo of *SWOS* was a bit easy, he seems to think this is only true for him — well he's wrong! Git.

Anyway, about December's demos, they're great! *MKII* is a great game although my friend owns a Mega Drive and both he and I find it better than the Amiga version.

Also in December, you printed a letter from Neil Cousins (programmer of *Charlie J Cool*) and he was saying how great his game was. Sorry Neil, it's crap. I don't know why you're writing in and having a go at *The One* because your game deserves less than the 43 percent Andy gave it.

Luke Foster says you should put three disks on the cover and you said it would cost a fiver. In that case, only do it occasionally. *Amiga Action* do it like that and their price stays the same. Staying with letters (I hope you can see how crap they were in my opinion), your 'Git of The Month', MG Thomas, said that *The Clue* was a bad influence. Well I've played it and, oh yes, now I'm a hardened criminal. Dear, oh dear, oh dear.

Joe Dwyer
West Bridgeford

PS. If you're not the least popular Amiga Mag, who is?

I take it you read last month's letters then, Joe. 'Great', weren't they. Mind, you, arrogance is as arrogance does, as my old Dad used to say, and if you think that they were arrogant, you should read about Katherine of Arrogant. No wonder Henry VIII disgorged her. Now, then, I'd be interested to see if you think that SWOS The Final Solution is any more difficult than any of the previous Sensis? We certainly found it a bit 'different'.

And I don't care what the others say, I think you're very brave to admit to having a mate with a Smegmadrive. I heard that all Mega Drive owners widdle in their pants as soon as they see a proper computer. It must be awful for you.

As for your 'great' idea about just putting three disks on the cover occasionally and not charging any extra — er, we already do that, you lumpkin. Kindly pay attention, and take heed of this very cover which proves it. And don't think that we're doing it just because you said so. We've done it many times before.

And finally, we are not going to tell you which the least popular Amiga mag as you're probably silly enough to sod off and read them instead of us.

HOW EMBARRASSING

Dear *The One*,
I do think your magazine is rather splendid, although one boring Sunday, I was flicking through the December 1993 issue and saw on the cover, *Last Action Hero*. I looked inside, thinking to myself what a game of pants this is, but at the time, you didn't think so. Here's what you said about this crap game:

"You want action. You got it! Big Arnie bursts onto the Amiga in what looks set to be a supremely excellent fightin' an fumpin' spin-off from the latest movie". I think you're embarrassed enough by now. No? Well also in the same issue I saw Matt 'goatee' Broughton without his lovely beard. Yes, it's totally true, just look for yourselves. Love,

Lee Mortimer
Reading

You sod, Lee, we had hoped no one would remember that unhappy episode. Fortunately, those fateful words only appeared on the 'Contents Page', which everybody knows, is a load of old tosh. In the WiP which appeared in the same issue, penned by none other than erstwhile ed, Dave 'Get me the fats' Upchurch, we gave Psyggy a right good grilling.

We asked them if the game would be following in the tradition of 'badly conceived, poorly programmed turkeys' which we associated with the movie tie-in genre and they said 'definitely not', or something. We may sometimes be guilty of getting over-excited about games before they are released, but we are the first to pan them when the scrummy looking things turn out to be all sour and horrid in the middle. Take Rise of the Robots, for example. But such, we console ourselves, Lee, is life.



Questions...

LIKE A VIRGIN

Dear *The One*,

I have written letters before, but never had one published, so please can you print this one.

I am writing to ask you a few questions and sort of make a point.

1). When the hell is *MKII* coming out? I mean, they say December and well, guess what, It's the 1st day of December and there's no sign of it in the shops. In your preview it sounded as if Acclaim hadn't even started it and that appeared in the December issue! Can you tell me when it will be out, how much it costs and if it's going to have a rating like the last one.

2). You don't happen to know how much *Street Fighter 2 Turbo* will be when it comes out in February do you? Or how much *Simon The Sorcerer II* will be or when exactly it will be coming out, do you?

3). I'm thinking of ordering a PC emulator for the Amiga from PD houses. Are they any good? Can you play games or are they just for pictures? Are the graphics good. Know any good emulators?

4). Is *Crack 'n' Copy* any good?

Well, bye, yours questioningly and puzzled.

Alex Sawyer
Westerham

PS. Know anything about *Rise of the Robots*? Are the graphics any good on the full game? Is it better than your demo? If so, in what ways. Can you only be Cyborg and is there an intro sequence on the Amiga?

Blimey, Alex. You're an impatient Herbert, aren't you. Still, here goes:
1). As you are reading this, MKII has been in the shops for about a month. So get down to Smiths and buy it, you goon.
2). I don't know the exact price, but I do know that it's more likely to appear in March or April than the February you suggest. Simon 2 has a similarly sorry tale to tell, I'm afraid.
3). No, the PD PC emulators I've seen have been rubbish. Wouldn't recognise a PC game if it came up and, er, interfaced with your Amiga. There are some decent hardware PC emulators, but they're far too boring to go into here. Look, Mr Scoper from Dagenham's falling asleep already.
4). What on earth are you talking about? Something to do with drugs, is it?

WHAT SHALL I BUY?

Dear *The One*,

I bought your magazine to find out about Amiga Computers, as we want to purchase an Amiga 1200. The firm Silica, which advertises in your magazine, has had none for the past few months and because of the situation with Commodore, they do not have a delivery date.

I would be very grateful for any information you have on the situation. Are Amiga still holding the show at Wembley? Will there be computers available for purchasing afterwards? Is it wise for me to buy a 1200 or should I be considering other options? I have enclosed an SAE for your reply.

Mrs J Creaser
Selby

You forgot to put the SAE in, didn't you Mrs Creaser? And you didn't give us a phone number either. Still, this is the proper place for questions, so let's just hope that your inquiry wasn't too time sensitive, you know in a Christmas Pressy kinda way. Actually, I'm writing this after the Wembley show, and yes, there were A1200's available for sale. And yes, you're right — they don't appear to be in stock anywhere. To be honest with you though, Silica is most likely to get machines in first, so I'd just keep trying — and maybe one day Commodore will actually begin to make some more.

CHIPS WITH EVERYTHING

Dear *The One*,

First, congrats on your great mag, but could you please stop devoting so much space to crap games, which could be filled with more info on the better ones, or more features. Now for some questions:

1). The CD32 is a good console, but unfortunately it has suffered from a problem which has affected other consoles as well. It is over-shadowed by the new super-consoles with their powerful graphics chips and super-fast processors. The 3DO suffered from this problem, but the makers, Panasonic, used their brains and are releasing a special upgrade cart with graphics chips and the like.

Why don't the new owners of Commodore do the same for the CD32? Imagine 32,000 colours and chips like the Playstation's which can manage 1.5 million polygons per second!

2). When are *TFX* and *Inferno* coming out on A1200/CD32?

3). What would an A1200's processor equivalent be in PC world?

4). Is *Mortal Kombat II* coming out on CD32?

Cheers,
Henrik Allen
Lewes

1). Yes, the CD32 is a good machine, but we agree that it does offer up its face so that the Playstation can kick sand in it, er, somewhat. However, Commodore (there is no new owner yet, you see) is having enough trouble keeping what it's got alive, never mind inventing new gear for you to play on. So think on, Henrik, and let's get good 'ol CBM back on its little pinkies before we look to the future.
2). TFX should be out by now, Inferno looks like being quite a while yet, if it ever comes out at all. Ocean is going to look at the sales of TFX before deciding, it seems.
3). The A1200's equivalent, if indeed there is one, would be a fast 386 (33MHz, probably, whatever that is). Despite the A1200's relatively slow clock speed (around 15 MHz) its custom graphics chips makes the processor much more efficient than the PCs one. So while the PC's better for 3D stuff, you can't beat the Miggy for decent sprite routines. Prob.
4). Looks unlikely I'm afraid, H. If Acclaim does astonishingly well from the floppy version (i.e. sell twice as many copies as it expects to), then maybe — but it isn't particularly enthusiastic about the CD format.

CHEATING HEART

Dear *The One*,

I have recently purchased a copy of *Brutal Football*. There are two questions I would be very grateful if you would answer.

1). I have seen a cheat for this game quite a few times in mags and cheat compendiums etc, but none of them tell you where to type it in! What you do is type in 'L' followed by a number 1-3 (1 being highest) to select that number league. Then by typing in 'M' followed by a number from 1-6 (this time 6 being the highest) you can select that number match. These appeared in your Dec. '93 edition.

2).Will there be any more games in the 'Brutal Sports' series?

3). I have an A500+ with an upgrade to 5Mb. I have heard rumours that you can buy an AGA chip set. Is this true, and if so, how much are they?

Duncan Hills
Reading

1). Was that a question, or an answer?
2). Probably not.
3). No.

WHAT A CARD!

Dear *The One*,

I love your mag and are there any CD- ROM drives for the A600?

Neil Fitzgerald
Rayleigh

Neil, thanks for your gorgeous Christmas card with its super question. It was our first card from a reader this year, and it made us all cry. We wanted you all to know how touched we were, and we return your love in a great 'peace at Christmas-New Year-Easter-ey'-kind of way.. The answer to your question, though, is, sadly, 'no'.

DOH!

Dear *The One*,

I have a couple of questions I hope you can answer.

1). In your Classic Tips section (December) you gave out a cheat for *Arkanoid 3*. I thought the series stopped with *Revenge of Doh*. Is '3' still available? If so, where can I get it? And is it any good?

2). Any signs of *TFX* being released yet? Is it becoming as bad as *Frontier*?

3). Will there be a data disk or updated version of *Championship Manager Italia*?

Do your best, and keep those great cover disks coming. Cheers!

Sparky McKeown
Belfast

1). Ah. Well done, Sparky. Perhaps we were living in dreamland with that one, because not only have we not heard of it (no surprise there, though, really) Ocean hasn't either. Anybody else care to comment?
2). Maybe. Perhaps. Yes.
*3). No, I think we've seen the last of that particular series of games. However, I'm sure the latest batch of footy management games (*Premier Manager 3, SWOS*) will keep you going until* Tactical Manager 2 *appears.*

FOR SKIN

Dear *The One*,

How does Harry keep his skin so young looking?

Brian Stevens
Bournemouth

Well Bri, thanks for your quezzy. Haz says a clever mixture of pigs' blood and syrup hits the spot.

WIN!

A fantastic Toshiba Surround Sound television, worth £1000!



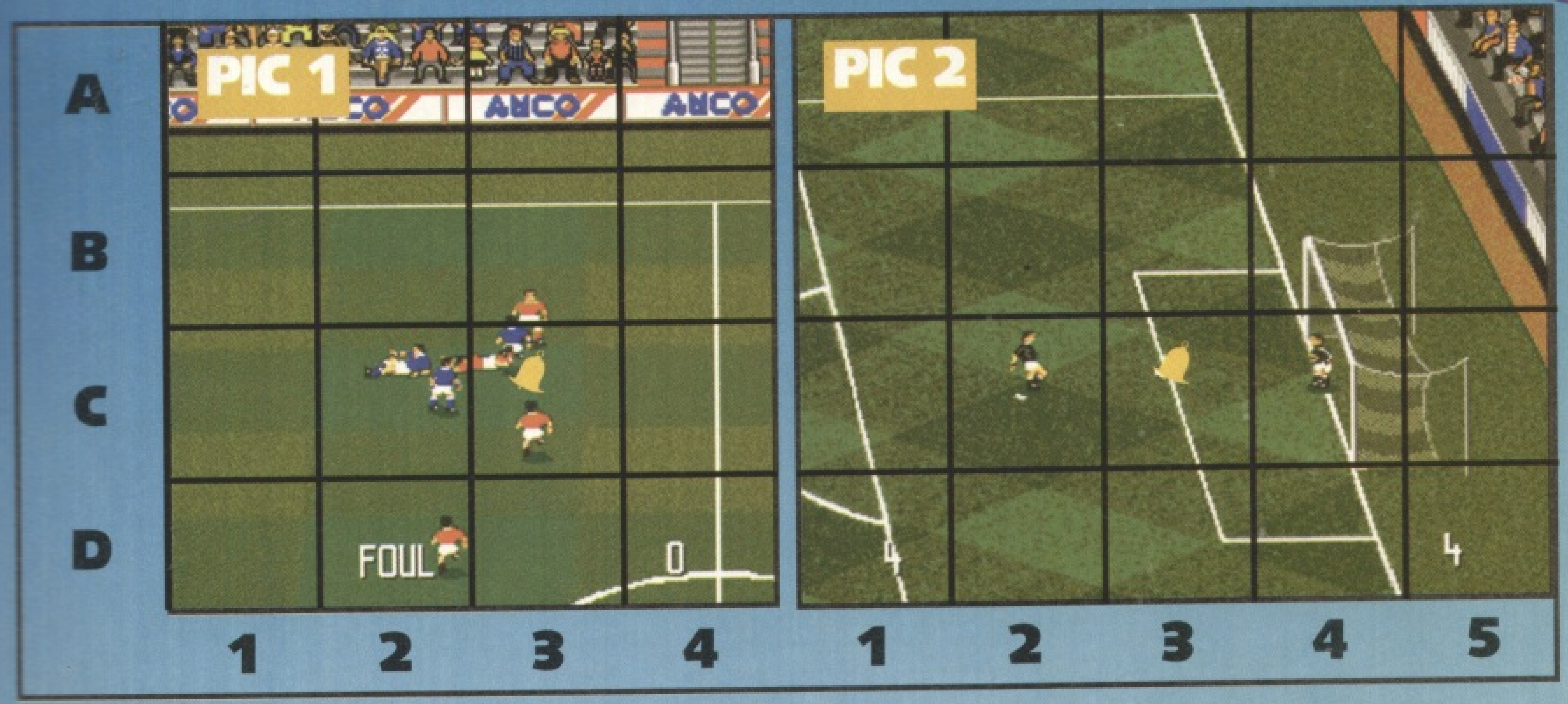
No Andy Nuttall, no. You might be the new easily-assembled editor (brains not included) of Britain's second least-popular Amiga mag, but I will under no circumstances contemplate running a 'spot the ball' competition. The fact may have slipped quietly by your boggly eyes, or indeed slunk quietly beneath the flower-like trumpet of your ignoble conk — like a sheep's carcass slithering over the cobblestones — but it has been done before. Lots. Spot the Ball is dead. C'est deglanté, demodé, et complètement crap. I mean this is the cyber-decade, people might still like a fish supper now and then, but they expect their cod to be wrapped in a naked lady, or a cabinet minister's face. They don't want some useless grid which has been superimposed upon a black& white picture of a recent football game, (from which, by the way, the football has been oh-so-cleverly removed), clinging damply, yet warmly to their young thighs. No. Spot the ball? Spot the banal idea, more like.

Why not spot the Hittite, the flamethrower or the cheese and pickle roll? Okay, if it's got to be football related, why not spot the backhander, the girl on the wing with dyed hair, or the talented Englishman (Channel Islanders not allowed). I mean this is a fab prize, this Toshiba Telly with Dolby Surround sound etc., worth nigh on £1000!!!, so why, O' Saucy Softmint in charge, do we not try to think of an original idea? (Perhaps tea cakes on toast? — Andy.) Er... fab original idea, but I was thinking more along the lines of an interactive compo which uses and abuses the new virile technology (Harry means Virtual Reality, folks — Andy.) or swooshing up the information super-highway in a van. Oh bugger, it's Amigas we're talking about here, isn't it. Well, something which will fire the imagination of Britain's Amiga gameplayers and get them all frothy and proud. Ah, no budget. I see. Just a picture of the prize, and some screenshots from *Kick Off 3 Euro*. Bloody hell, Andy — push the boat out, why don't you? Oh sorry, that's your nose isn't it? Spot the sodding Ball it is, then.

No, I'm sorry, but I can't do it. Right, here's the deal instead. Spot the Bell. Simple, non? And far more interesting and exciting than spotting some pathetic ball. So, in one of the squares on the grids opposite, we've substituted the balls with bells. All you have to do is to spot them. Got it? Right. Now write the grid references (that's A1, B3 etc. for any thick people entering) onto the back of a postcard or a stuck down envelope.

Follow that with the (hopefully) correct answers to the questions which you will find printed on the page opposite and you could win this mega brilliant telly! That's all.

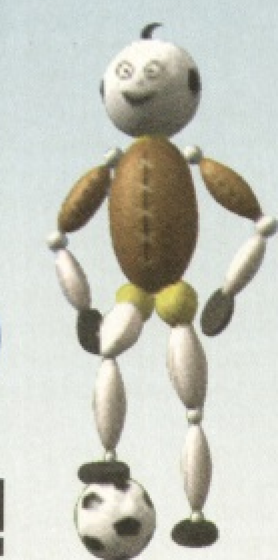




with... SPOT THE B~~A~~eLLS



Courtesy of ANCO Software!



1 Which famous Bell invented the telephone?
A Alexander Graham
B Tinker
C Youcan Ringmi

2 Which famous Bell played in midfield for Manchester City and England in the 60s?
A Philip
B Colin
C Steve McMahon

Now post the whole kit 'n' caboodle off to: Spot the Bell compo, *The One*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, to arrive no later than 31st March 1994.

No correspondence can be entered into, and the editor (That's me — Andy.) has the final decision. No employees of Emap Images or Anco, or indeed their relatives, may enter.

WIN A TELLY!

THE ELIZA FILES

In this, the first in a new series of intimate interviews, we talk frankly, candidly and quite sillily to some of the people responsible for bringing you the top-notch products you've come to expect from the world of Amiga. Once we've done that, we then let our resident software psychologist, Eliza, weave her magic. Oh dear. Alright, who's first?



Name: Nicholas John Clarkson

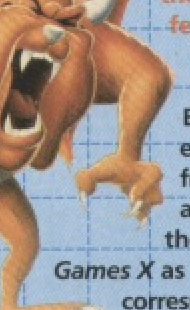
Age: 28

Home: Macclesfield, Cheshire

Occupation: Communications Manager, Digital Image Design.

So what exactly is 'Communications Manager' supposed to mean?
It means talking to gits like you, Matt, as well as the world outside the computer games industry. I'm basically the interface between D.I.D. and the planet you call Earth.

As I understand, previous to two days ago, you were Public Relations Manager at Ocean. How long were you there, and what are your fondest memories?
I was there for about 16 months, doing much the same thing as I am now, but only dealing with the UK specialist press.
I have always enjoyed lunching with my friends at EMAP [good answer — Andy.] as well as taking around games that I knew would excite the reviewers and perform well. I didn't enjoy taking around stuff that I had no faith in. My claim to fame was receiving four percent for *Dennis* on the A1200 in *Amiga Power*.



And what of your history as PR guru at Gremlin?
Well I was there for a similar sort of time, and when I started they were doing things like *Lotus 3* and *Mansell*. *Zool* was was my very first product, which was a bit of an eye-opener for the Amiga at the time. That was really good to do, and went down well everywhere. However, after living with the little guy for 18 months, I did get a bit sick of him.

Would it be safe to say that you'd gladly throttle Zool then?
I'd probably just lace his tea with something. There were quite a few would-be bummers at Gremlin that fortunately never saw the light of day. We had this one game called *Pandemonium*, which was a kind of *Lemmings* type game — it was just awful. I left when things started getting a little bit sticky, with things like *Litil Divil*, which you always knew people would either really love or really hate. When people give your game a good kicking, that's when you really do feel the pressure.

But before Gremlin, were you not on the other side of the fence, so to speak?
Indeed. Prior to Gremlin I was at Europress, where I edited *ST Action* from its launch until about issue 28, and then did a year on *Games X* as the Northern news correspondent. I did stuff for *Amiga Action*, *Amiga Computing*, *ST User*, and general bits and bobs for various titles, but it was putting me on *Gameboy Action*, with the prospect of looking at a black-and-white four inch screen, that made me seek employment elsewhere.

How had you originally got into the computer games thang?
Well, one day I came out of school to find that my old man had bought this little black box with Sinclair ZX81 printed on it. I took it home and typed in all the code for a *Space Invaders* game — but it was crap. I upgraded to 16K, and then moved up to a VIC-20 and later a CBM 64, at which point I was going to college to study computer and business studies. To cut a long story short, there was a local computer shop where we used to hang out, and through contacts made ended up befriending a real enthusiast who was one of the first people to get an ST. He then decided to write a computer game, and did a clone of *Impossible Mission*, but in the meantime thought it would be a good idea to produce an ST fanzine, because it was new and it might just take off.
What was going to be a couple of pages of A4 turned into 64 pages of glossy colour magazine, called *ST User*, and it just took off from there. I was editor for the first issue, but they didn't pay me for ages, so when it came to deadline I held the copyright so they had to pay me, getting all sorts of solicitors on the case, before I'd give them the text. We then agreed to part company. I went back to work for my old man in an off-licence, and later in an accounts office, but when it got to the point where I was getting engaged and needed a higher income, I got back in touch with the aforementioned friend (whose magazine empire had grown somewhat) and he said that he was thinking about contacting me because he was about to launch a games magazine and wanted me to work on it. So, from completely out of the blue, I became the editor for *ST Action*, and that was that.

A marvellous tale indeed, but what about the man Nick Clarkson? Yes, it's time for our quick-fire round. Any hobbies?
Well I've just moved house, so mostly painting and decorating. Er... put me down as 'Art'. Forget your oil and watercolours though, I'm an emulsion kind of guy.

And what do you wish for? Racial harmony? World Peace?
Special tablets that stop you from smelling like garlic after a good night on the curry.

And which one of The Beatles would you like to be?
Ringo — he was the fat controller.

Who do you fancy more, Kylie or Dannii?
I can't pick either of them. I feel sorry for all the saddoes who've been fooled by Kylie's latest marketing ploy, and when Dannii was on *The Big Breakfast*, I had to turn off — she was terrible!

The Capital of Germany?
Berlin.

And finally, how many hands am I holding up?
Er... none.

Wrong. One, actually, but thanks for your time. Now I'll hand you over to Eliza. Good luck...

CASE NOTES 001

Yes, in this, the first of many psychological profiles, The One allows its very own neuropsychiatrist, Eliza, to crawl around inside some of the top heads in the industry. For those of you who missed out the Next Month page in October, Eliza is a piece of software designed to simulate an open-ended psychoanalytical interview, based upon Freudian studies. You now know Digital Image Design's newly-appointed Communications Manager intimately, but what will our Eliza make of him?

HELLO. MY NAME IS ELIZA. WHAT'S YOURS?
Nick

ALRIGHT, NICK, WHAT WOULD YOU LIKE TO TALK ABOUT TODAY?
I'd like to talk about artificial intelligence found in computer systems.

IN MY OPINION, I AM A REMARKABLE DEVICE.
Yes, but as we'll discover in the near future, a worthless one.

MAYBE WE SHOULD MOVE ON NOW.
No, let's continue to rubbish you.

WHAT DO YOU REMEMBER MOST ABOUT GROWING UP, NICK?
Hmmm. Sticklebricks were fun.

PLEASE GO ON.
Yes, I liked the way you could make just about anything. Even before LEGO came out!

I FEEL THAT WE SHOULD BE DISCUSSING YOU, NOT ME!
We are discussing me, you fool! Remember, I was the one harping on about Sticklebricks.

DO YOU WISH YOU WERE A BABY AGAIN?
No, babies are always sick. I'm only sick after a few pints and a dodgy curry.

I DON'T REALLY BELIEVE THAT IS ALWAYS TRUE.
Okay, if I've caught some kind of bug I could be sick then too.

LET'S MOVE ON, IF THAT'S OK WITH YOU. YOU SEEM TO BE SUPPRESSING SOME DESTRUCTIVE TENDENCIES.
Yes, you're right. If you keep asking stupid questions, I'm likely to unleash my destructive tendencies on you!

IT APPEARS THAT WE ARE ALIKE IN MANY WAYS.
Yes, I guess we are. Do you like salt and vinegar crisps? I mean, there are traces of crumbs and stuff wedged between your keys.

ALRIGHT, CAN YOU TELL ME MORE.
Yes, from the general aroma there are also faint traces of cheese and onion crisps, too. I hate cheese and onion flavour.

SOME PEOPLE BELIEVE THERE AREN'T ALSO FAINT TRACES OF CHEESE AND ONION CRISPS, TOO.
Well I can jolly well tell you that there are traces of cheese and onion. Hang on, I'll prove it by licking your keys.... Yeeeggghh!

SORRY, BUT YOU CANNOT JOLLY WELL TELL I THAT THERE ARE TRACES OF CHEESE AND ONION.
Yes I flipping well can. Will you hang on while I have a drink to wash away the taste?

ARE YOU REALLY POSITIVE?
Yes, smell my breath if you really want proof. See, it stinks, and before you ask, yes I did brush my teeth this morning.

REMEMBER, WE ALL MUST LEARN TO DEAL WITH BAD SITUATIONS.
True enough. I've got a friend, and his girly keeps having these secret meetings with an older bloke who's absolutely loaded. I guess he'll just have to learn to deal with bad situations.

WHAT DOES THAT SUGGEST TO YOU?
He could call her bluff and not be bothered about it, or maybe he could punch the guy's lights out.

PERHAPS YOU COULD BE A LITTLE MORE DEFINITE.
Well, either he ignores, it or he confronts the situation and faces the consequences.

I'M NOT SURE I UNDERSTAND YOU FULLY.
No you wouldn't. It's a human thing.

MAYBE WE SHOULD MOVE ON NOW.
Yes, that a much better idea. Let's talk about music.

WHY DON'T YOU TRY TO RELAX.
No I preferred Two Tribes. Relax was way too full of sexual innuendo.

DOES THAT QUESTION INTEREST YOU?
Sort of. But let's talk about sex, baby, let's talk about you and me...

WHY NOT, NICK?
Yes, why not.

WHAT FEELINGS DO YOU HAVE WHEN YOU ASK THAT?
Oh, warm and gooey ones, of course.

ALRIGHT, CAN YOU TELL ME MORE.
Well I could, but I reckon you wouldn't understand it. After all it's a man/woman type thing, you useless piece of silicon.

WHY DON'T YOU COLLECT YOUR THOUGHTS AND RETURN LATER. GOOD BYE.

• Well there you are, folks, and believe me when I say that this is but a small taster of the sort of wisdom and general insight that Eliza has to offer. Next month, Team 17's Marcus Dyson. Poor little chap.

FILE CLOSED

CAUTION!

WORK IN PROGRESS

BOO

Being lightweight, airy and a bit of a space-cadet, Andy Nuttall finds he has rather a lot in common with the rather spooky young star of MicroProse's new game. Thank god he doesn't wear one of those horrid baseball cap things, though, eh readers?

PROJECT: Boo!
PUBLISHER: MicroProse
DEVELOPER: Developer: The Conversion Company: Nick Vincent (Programming); Mike Hutchence (Boss); Andy McCarthy, Paul McCarthy (Graphics); Mike Smilie (Original Artwork); Allister Brimble, John Broomhall (Music); Keith Scoble (Original Character Design)
INITIATED: March 1994
RELEASE: March 1995

Over the years MicroProse has built up something of a name for itself with simulations. All sorts: tanks, submarines, aeroplanes, racing cars; but almost every game they've released has belonged to this category. Recently, it released *Impossible Mission 2025* on the AGA machines, which was MicroProse's first venture into platform territory.

Despite its rather excellent pedigree (the original *Impossible Mission* was a big hit in the mid-80s) *2025* was never a hit with the reviewers, and although it achieved some marginal success sales-wise, it was nothing like the smash it was meant to be.

Undeterred, MicroProse has pressed on in the platform vein, and come up with a neat, not to mention original, little game called *Boo!* It's got a bit of a... well, if I said the storyline was somewhat contrived I don't think I would be being unfair. But then which platformer isn't? Stuart White, the game's producer, explains:

"It's about this cute little ghost, called Boo, strangely. He's basically a little boy, with a huge baseball cap and massive sneakers, and he lives quite happily in a house on a hill with his mate, Stupendo the Fabtastic. He's a wizard."

Both Stupendo and Boo are happy there, in fact: Boo goes around and rattles his chains everywhere, and maybe plays a few tunes on his electric guitar, until... "One fateful day," explains Stuart, dramatically, "an invasion force from the planet Pasturyzd attacks the Earth and chooses Stupendo's house as the entry way into our planet.

"The evil Moo-tants, as they are called, have come all the way from their planet with their King, Bully. They're all cows, and they've come down from their planet to graze the planet clear of all its grass, take it all back home, and they'll never go hungry." Er, quite.

"At the start of the game there's an intro sequence explaining the plot, and Stupendo's wand... erm, oh, I can't remember his name. Blast," he laughs. "Erm, ah, Wazzo... that's it. Wazzo the Wand gets stolen, and Stupendo's powerless to stop Bully and his Moo-tants, so Boo has to take over.

"Most of the game's set in Stupendo's house, but it's been strangely warped by the evil Moo-tant magic." So it involves, er, lots of dairy produce, then, presumably? "Lots of milk, cheese and cream jokes crop up all the way through, yes," he agrees, grinning. "It's very silly."

Fitting in with this silliness, and the slightly ghostly theme, Boo doesn't go around shooting people with a gun, or anything like that. Instead he shouts Boo! at them in a most scary fashion. Because he's a ghost, of course. "But he's also got other special abilities," adds Stuart. "By boo-ing things like plant pots and milk bottles, he can collect pick-ups which he cashes in for power-ups. These might be smart bombs, for instance, or Magic Trainers which will make him run faster.

"And because he's a ghost, he can squeeze through really tight passageways. There are lots of narrow areas in the game, and he just squidges into them."

Right: "At the end of each level, Stupendo appears to give you hints and tips," explains Stuart. "King Bully might also appear, to goad you if you're doing badly. On Halls level 1 Stupendo will say 'Go and get the magic map', or something, and then if you finish the level without it, Bully will say 'Go back and get it, because you need it." And here's a pan, and, er, some cupboards.

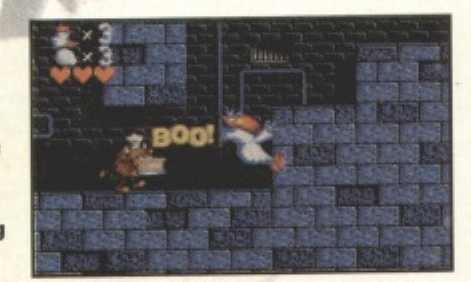


Keith Scoble's original designs were scanned in, and used directly to produce the in-game power-ups for Boo. Here you see one of the power-up characters in the planning stage. Notice that even little Fish Kid, son of the Monster from the Black Lagoon, (i.e. not renowned for his fashion sense), sports a nice pair of green pants.

TIFUL

Below: The Boo! part of the game doesn't come in just because the little chap's a ghost. Well, it does; but he can actually shout "Boo!" to scare off potential enemies. Not all of them are affected, but I reckon that this dog might not be averse to a bit of terror.

Above: The inventory screen gives Boo the chance to use some of the nice little objects he picks up around the levels. There's a garlic bomb, a lucky horseshoe, a light bulb, and an unidentified shirt with 'T' on it. Oh, and a star; but of course I don't know that that does either.



Above: Despite the large range of colours and big sprites used in Boo!, it looks as though it might be release on the A500 first: "At the moment we're just concentrating on producing *Boo!* for the A500, but then we'll perhaps develop an A1200 and CD32 version from it," explains Stuart.



Now the characters in the Freezer, the bonus stage of the Kitchen, really are quite special. The odd white hairy thingy is easily scared, frightened simply by a packet of fishfingers, while the ice cream cornet takes something slightly more hair-raising, a quick Boo! from our ever-ready spook.





ROGUE AND GOSHT

Unashamedly parodying, or perhaps simply copying, other platform games, *Boo!* finds itself with seven different levels following a distinctly familiar theme. "The first five levels are: Hall, Kitchen, Study [game of Cluedo, anybody? — Matt.], Bathroom and Gardens; and the final two are: Limbo, which is the gateway to the planet Pasturyzd, and then finally Pasturyzd itself, where the landscapes are made of cheese," describes Stuart. "There are about ten different baddies, all of them unique to a level, although there is a bit of an on-going theme with the Moo-tants. Basically, there are Moo-tants on each level, but they act in different ways: for example, on the Garden level they ride lawnmowers, while in the Kitchen they throw cakes at you.

"There are also smaller creatures," he continues, "like balls of wool with feet coming out, called Grumbles. They're little Moo-tant friends, but again they get slightly different depending on the level. And there are loads of different types of enemy: batty bats, a massive dog — like Butch, or whatever he's called, from *Tom and Jerry* — who squeezes out of a tiny kennel and runs towards you; there's a rabbit who looks really cute from a distance, but as you approach he becomes a vampire, with fangs... quite a variety."

Of course, taking yet another cue from previous games, the evil Moo-tants are in fact little cutesome lovable animals from Earth, who have been mutated by Bully. And once-inanimate objects, like a toilet-roll on the Bathroom level, have been brought to life by said Kingy and the stolen wand, Wazzo. The words 'chinny' and 'reckon' spring to mind.

"Like I said, it's all very strange!" laughs Stuart.

But just why is there so much dairy produce, in a game which on first sight (and, indeed, looking at out cover image) looks a bit spooky?

"I think the guy, Richard Le Marchand, who thought up the story, was a big fan of, um, milk," says Stuart, rather lamely. I see. "He's very strange. I just think he wanted to do a game about milk and cows. Perhaps he's on some form of commission from Dairylea, or something."

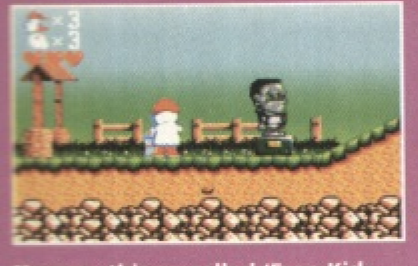
Previously, M. Le Marchand has been responsible for some more eminently, ah, sane games, like Tinhead and F-15 II on the Mega Drive, which makes his liking for all things dairy even more odd. Perhaps it's been 'churning' in him since 'whey' back. Ha, ha.

SAG HOST

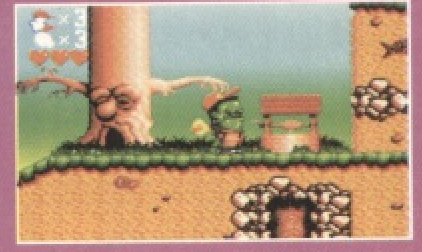
To be fair, though, there are some elements of originality, which make *Boo!* stand on his own two, er... well, whatever ghosts have instead of feet. "Boo isn't on his own in the game," reveals Stuart. "Along the way, you'll find statues of various movie-type monsters. Frankenstein, Fish Man [Who? — Everybody.], Dracula, the Mummy and Wolf Man all crop up at various points. Actually, their names are slightly altered in the game, so you've got Fish Kid from the Black Lagoon, Fran-Kid-Stein, Bratula, Whipper-Snapper Wolf and Mummy's Boy."

Boo can jump 'in' to any of these, apparently, and take over their abilities for a certain length of time. "The levels are so designed that you do need to do that to move on to the next stage," he adds. "So the Fish Kid lurks primarily around the Bathroom level, because he can swim; Fran-Kid-Stein can electrocute people; Whipper-Snapper Wolf can cling against walls, a bit like *Zool*; so Boo can do all of those things at various times."

With *Boo!* being a platformer an' all, some, well, inspirations, shall we say, were understandably 'borrowed' from other games, as Stuart explains: "Yeah, well I know that some of the ideas which went into *Boo!* came from Tinhead, our other game shortly to be released on the consoles. There's also the *Zool* bit, with Whipper-Snapper sticking to walls. To be honest, though, I think possibly his main influence, at least as far as the adventure scenario goes, was *Zelda*... you know, on the Nintendo? The idea of combining a platformer and adventure game really appealed to us."



Hmmm, this so-called 'Fran-Kid-Stein' statue looks quite interesting. I wonder what would happen if I, say, rummaged around in this box, then walked up to it, jumped up and pressed fire? Hmmm.



Ahhhhh. I'm now Frankie himself, and I have all the powers of the inhuman beast. Like, walking along with a stupid gurn on my face, and a head that's on a permanent lean. Hey, useful.

In addition to the ordinary levels, it seems that there are also three or four 'time trial' levels, which make use of Boo's alter egos. "The power-ups like Fish Kid and Fran-Kid-Stein are only available for a limited time," says Stuart, "but they're so cool that we threw them into some levels on their own. It's basically a full level, and for all the time you're in it, you are that power-up. You've got a certain time limit to get to the end, before you change back to Boo and return to the game." Excellent.

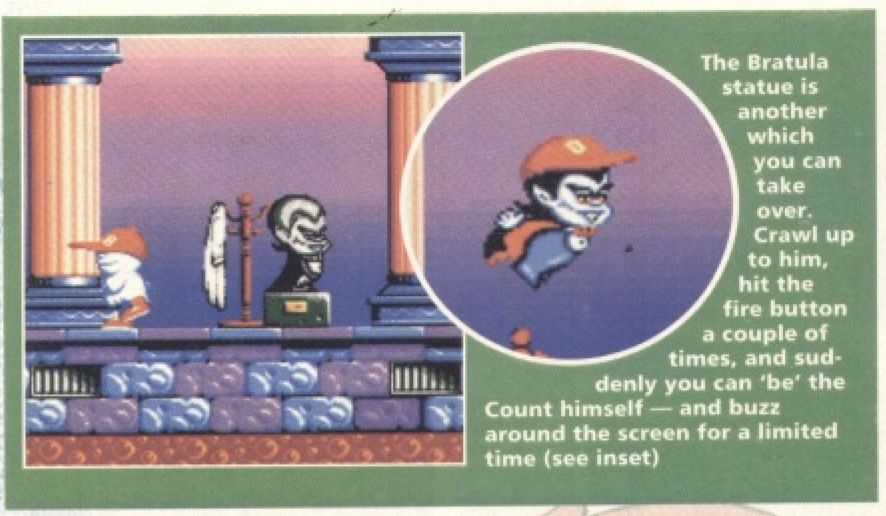
"*Boo!*'s more of an adventure-platform game," he continues, "because the levels have been designed to utilise the power-ups that Boo finds. There's a lot of object-manipulation, with around 15 objects that you can pick up; garlic bombs, light bulbs, magic spanners, custard pies, hour glasses... and some others. Anyway, these have set uses, so it's definitely more than the normal platform game.

"It's not linear either, which makes it less of a straight platformer. There are three sections for each level, making 21 sections in total. At the start there's a house map, before you go on to Halls level 1. From there, there are always two possible directions to go in; which means that you don't have to complete the same levels each time you play. Of course, to finish the game you have to do all 21 levels, but you can at least choose the route you go about it."

At the end of the 21 levels, you find an end-of-game guardian, King Bully, and an outro sequence, which Stuart's remaining pretty tight-lipped about. Understandably. But he does assure us that it will be worth completing the game to see it. "There are three end-of-level baddies throughout the game," says Stuart. "They're actually all King Bully in some way, but they're changed to suit their surroundings. There's an Ice Bully in the freezer part of the Kitchen, for instance.



Above: Evoking traces of *Manic Miner* and *Jet Set Willy*, *Boo!* contains animated, ah, inanimate objects which follow set attack patterns. The orange thing is a Grumble (see main text).



The Bratula statue is another which you can take over. Crawl up to him, hit the fire button a couple of times, and suddenly you can 'be' the Count himself — and buzz around the screen for a limited time (see inset)

ALOO ALOO ALOO

One definitely original, and rather exciting, point about *Boo!* is that a rather famous and cool animator designed the original *Boo!* characters. "Keith Scoble was a key to the project right from the start, working with Richard Le Marchand on the original game ideas. By trade, he's a professional animator and cartoonist, and he was heavily involved with *Dangermouse*. He directed the three *DM* series, in fact, and actually did the original key sketches, creating *Dangermouse* himself. I think he was given a brief to make a *Danger Man* but with animals."

As well as this not small boast, it seems Keith has also been involved with *Count Duckula* too, along with some other Cosgrove-Hall stuff. Cor. "All of the monsters, Boo himself, and the power-ups from the game are all taken from Keith Scoble sketches," enthuses Stuart. "Richard scanned his sketches in, frame by frame, and then we posted them down to The Conversion Company, and they coloured them in and shrunk them down to fit in the computer.

"There are loads of frames, too. The big Boo character has got, I think, 140 frames of animation. And that's just him alone. When he dies, he stands there and screams, and his mouth gets bigger until it's about a quarter of the screen in size; you see his tonsils wobbling around, and then he shrinks to nothing."

It seems that Keith actually contacted MicroProse to do a game, having been in 'traditional' animation for a long time, and wanted to break into computers. "Especially with the up-and-coming CD technology," Stuart adds. "*Boo!* seemed like an ideal thing for Keith to get his teeth into."

Right: The Bathroom level contains a bath, rather surprisingly, which Boo can swim in — but especially when he's under the influence of Fish Kid, which is coming along shortly. The Yellow Submarine is, presumably, an example of the 'wacky' nature of the game. Hmmm.



Above: Remember what Stuart was saying about squeezing into small areas? When you're faced with an evil Moo-tant, whether it be a Snow Bull, a Trojan Cow, a Ro-bully or a De-Moo-n (is the magic wearing out yet?), and there's seemingly no way back, there's often a tiny passage which Boo, consisting entirely of vapour, can squash himself into. Hooray!



Above: "This is an example of object manipulation," says Stuart. "You can pick up a garlic bomb, go to a screen where you can choose which item you're holding, and then there's a Magic Hat. The sign tells you it needs a garlic bomb, so throw one in." Incidentally, a rabbit then leaps out at top speed, because it wants to get away from the garlic. Why? I don't know.



INTRODUCING

Boo!'s long introduction doesn't animate, but it does consist of lots of quality cartoon stills, telling the story of the Moo-tants invasion of Earth. Remember, these characters were designed by the same bloke who did *Dangermouse*. Notice any resemblance? Oh well.



Left: Axe-wielding hero Boo shows what he does best, annoying friends and neighbours with his widdly-widdly guitar playing.



Left: Stupendo the wizard calls over Boo, stops his infernal guitar playing, and tells him of the horror about to engulf the Earth.



Above: "Cows!" he yells, or something along those lines. Boo smirks to himself. "Stupid old bugger," he whispers quietly.



Above: But behold! The King Bully has arrived, backed up with all his evil Moo-tants. There are lots more screens than this, obv, but you get the gist.

Welcome to the second part of our exclusive Chaos Engine 2 Work in Progress, where we meet artist Dan Malone and programmer Rob Trevellyan. Despite their heavy drinking schedules keeping them mostly 'down the pub', they still managed to take time out to speak to crack Welshman Andy Nuttall (cack, surely? — Harry.). With a slight slur.

The story so far... Thug and Preacher have been killed off; the four remaining characters have formed a renegade band to help do away with the evil Baron. But, the Baron is one step ahead of them, and has turned them against each other. Sprinkle in a liberal dose of time travel, and thus we have the plot for *The Chaos Engine 2*.

Artist Dan Malone, by his own admission, has "been around for years." Starting off as a prospective comic-book artist fresh from college, he got involved with Palace Software, where he worked on high-profile games like *Cauldron 2* and *Sacred Armour of Antiriad*. Five years ago he joined The Bitmap Brothers, where he has produced graphics for *Speedball 2*, *Cadaver*, *The Payoff* and *The Chaos Engine*.

He's currently working on the characters and backgrounds for *The Chaos Engine 2*, and apparently it was partly his decision to get rid of the two characters. So what's he got against the Preacher, anyway?

"We were just talking about the idea of having four characters instead of six," he explains, "and we asked ourselves which ones looked good. And we thought that probably the Thug and the Scientist were the weaker of the six. Did I say 'Scientist'? Sorry... I meant Preacher. He was called a Scientist in the States, and it stuck, unfortunately, because he should have been a preacher.

"He was the weakest character, kind of like the Gentleman without any hair, so we dropped him. The Thug was a bit like the Navvie, but again without hair, so he went as well. The four that were left, the Gentleman, Navvie, Brigand and Mercenary probably represent the widest range of characters, so that's why we kept them in."

Even though, from the screenshots you see here, the characters might not look altogether different from their *Chaos Engine* counterparts, they've gone through a fairly extensive overhaul over the last few months. Stationary, they look very similar, but they've been redrawn with slightly different colours this time around so they take up their own separate palette of 16 colours.

"In *Chaos 1* they were part of the same overall palette, along with the background, the monsters and the explosions," says Dan, "so now they've got more colours, effectively. We've added an extra screen of animations in too, which makes up about another 60 frames of animation, so they can fall over, punch, lean against walls and jump. They can push objects as well, so they've got much more character, but in terms of just looking at them on the screen they're not that much different.

MR PECKSNIFF

A big problem for Dan has been that les Bitmaps have been developing the game on the Mega Drive. Which means that instead of the Amiga's huge range of colours, he's had to construct everything from the MD's rather limited palette.

"It's almost like going back six years in time," he laughed retrospectively, "when 16-bit computers first came out. The colours are so unforgiving; I just haven't got the range that I'm used to, because I've



PROJECT: Chaos Engine 2
PUBLISHER: Renegade
DEVELOPER: The Bitmap Brothers: Simon Knight (Project leader, Design); Eric Matthews (Design); Steve Kelly (Programming); Steve Cargill (Programming); Rob Trevellyan (Intelligence programming); Dan Malone (Graphics); Gary Carr (Graphics); Chris Maule (Music)
INITIATED: April 1993
RELEASE: Easter 1995

PART 2 CHAOS SERA





got an Amiga 1200 with an extra 4Mb of RAM, a hard disk and an accelerator card. The colours from a 512 colour palette have big jumps from one to the other, and that's been a real headache. I haven't enjoyed that at all.

"I don't know why we're developing on the Mega Drive first. It started that way, I think, because at the time there was a big push for the console. But I don't know what's happening now. The characters are basically the same as in *Chaos Engine*, but now you can walk under and behind things, and that's making a big difference to the design.

"Because I was only supposed to re-colour the characters, though, I've been told off for spending too much time on them. But it was important to me that I make it look good. So they're better, and they animate more realistically."

Do you remember the *King of Thieves* Work in Progress a couple of issues back, when Rico Holmes was talking about his difficulties with drawing sprites, even though his backgrounds are superb? Well, spookily, Dan finds it a bit of a bugger, too.

"Animation's really hard; it's a lot more difficult than drawing, because you're dealing with a moving object. I'm fortunate because I can do animation as well as static drawing. It's a separate skill, without a doubt, but drawing for me is something I do, it's something I've always done; and animation is just an extension of the drawing. So to get a character moving I find myself doing all the actions..." starts waving his arms in the air, making faces and firing an imaginary gun, "...so I can get all the movements right. It's much easier to get a feel for it if you jump around and make faces in front of a mirror. And it's fun too, of course.

"I agree, though, that sprite animation is 'd'ucking (right on! — Haz.) hard work, because you're working in such a limited space. The pixels get so big I just can't do anything with it. With *Chaos 2*, being a look-down game, I did all the character animation and the backgrounds while Gary [Carr] did all the monsters."

WHO GOES FIRST...

(Left) "It's good to do drawings of characters in a game, for a lot of reasons," admits Dan. "The best reason for doing them is that they inspire you; if you put them on the wall, then it puts you in the mood because you're surrounded by the imagery of the game or whatever you're working on. My problem is that occasionally I get carried away by details, which, looking back on some of the work that I do, I wouldn't really bother with. For the *Chaos Engine* CD32 intro I should, in some ways, have kept it simple and included more animation."

SERA

LOOK OUT! IT'S ROB TREVELLYAN!

Although Rob T. didn't work on the original *Chaos Engine* at all (apart from converting it to the SNES, that is) he did program *Speedball 2* on the Amiga, ST and PC. Clever stuff, but his work for *Chaos Engine 2* looks to be even cleverer. He's breaking into AI, or Artificial Intelligence, you see, and while the Steves Kelly and Cargill are programming the bulk of the code, he's backing it up with some pretty snazzy monster and character intelligence routines.

"I'm using some of the same techniques I used for Speedball 2," he reveals, "because basically the stuff we're working on for Chaos 2 is two-dimensional as well. The game world appears to be 3D, but effectively it's simply 2D areas connected by ladders. So, I go back to what I really know best, which is geometry, and apply them to a 2D environment.



After joining forces with Dan Malone for *Speedball 2*, Rob Trevellyan has now gone on to specialise in the art of Artificial Intelligence, effectively teaching the wily computer opponents in *Chaos 2* how to, er, be wily.

After much mooting, Rob decided the best approach to creating intelligent players was to split the game world up into a number of zones. The zones are actually built in to the game map by the level designers, which then automatically generates information which the characters and the enemies in the game can use to navigate their way around the maps.

"That worked very well," Rob enthuses. "Basically, I spent a couple of weeks reading, and then a couple of weeks doing the editor; so within a month we actually had some monsters moving around in the game.

"The character intelligence is based on a set of tasks. You think of certain things which a typical character has to be able to do on any particular level: he's got to find the key, find his way to the exit, open the exit door, and go through it. You give him his initial task which is, unsurprisingly, solve the level, and then he examines his current conditions, and decides 'okay, before I solve the level, I've got to open the door.'

"Then he asks 'How do I open the door?' then 'Have I got the key?'. If not, 'How do I find the key?' and so on from there. He stacks tasks up which he has to do, until he gets to one which he can do — and he goes off and does it. The solution to that task will then give him both the ability and the knowledge to do the previous task, and it all works from there."

In between getting the tasks, he might occasionally decide that he wants to fight the other player, of course. For instance, if he wants the key, and he's got a pretty shrewd idea that the other player has it, then he can decide to attack the other player.

"We're making the skill of the computer as high as possible, and then we'll knock his intelligence down a bit so that the game is actually fun," explains Rob. "At the moment the computer guy is embarrassingly good — so good it's actually impossible to shoot him. It's a lot easier to do it that way, rather than trying to build in imperfections to begin with.

"Shrewdness is the hardest thing to program. He will set traps for the enemy, to the extent of dropping mines behind him if he's being followed; but we haven't implemented a routine — yet — where he can actually booby-trap things.

"AI is a way of thinking about things, a way of approaching a problem, and certain techniques which are frequently used. It's not magic. If you use the right techniques, and you approach a problem in the right way, you can develop apparently intelligent behaviour." A-haaa.

"There's no brain inside the computer, of course, but there is a brain dump of me and the designer; and the parts of our thinking are actually in there. Then the game goes out and interacts with all the people who play it; like tens of thousands of people playing *Speedball 2* or *Chaos 2* against a clone of me. That's what gives me a buzz."



"This is the Mansion, which made it onto the CD32 intro for *The Chaos Engine*," says Dan. "I actually did it after the original game was finished. I was in a rush to get it sorted, so I used the sketch as a reference to draw it up in DPaint, in 256 colours." [Inset] And indeed, here is the finished mansion from the intro animation.

The pencil sketch of the original six *Chaos Engine* characters shown here is now even more of a caricature than the original Victorian er, caricatures; even though Dan drew the originals in the game, the new chaps are for the CD32 animated intro, almost two years after the release of the 'floppy' game.

"I just thought I'd spice them up a little bit," he admits, "because the straight portraits which you've got on the cover of the box are a bit staid. Like for instance the Mercenary, who I wanted to make just a little bit more warped; and the Preacher, who I always intended to be a rather sick character, I've tried to bring... erm, I've basically tried to bring all of their characters out a bit more. The Navvie's huge, and the Thug's another big character with his fat gut. I just wanted to take them all a step further. I think if you're going to do something again, you've got to take it a bit further, otherwise there's no point in doing it at all.

CHEVVY SLIME

The original characters were Dan's design. A 'guy called Fergus' who used to work for the Bitmaps came up with the idea of the Victorian/Cyberpunk theme, and then the team sat around and thought of good character types for the game.

"I had names like Gentleman, Navvie, Preacher, Brigand, and, er... Prize Fighter — all good Victorian-type characters. I just drew them up from the names. There were nine characters originally, and I just sat down and thought 'Right, I'll make the Preacher a pervert, I might make the Navvie a giant and a bit of a hard-nut, while the Gentleman's a real dandy'."

Wait a mo... nine characters?

"There was the Prize Fighter; a lady adventurer with a kick for danger, a small pistol and a range of weapons hidden under her skirt. (Such as? Phwoooaaar! — *The One*). But she got dropped because she wasn't a very interesting drawing, with her big dress on. There should have been a woman character, though; it probably would have done the game some good. I can't remember what the other one was; maybe a copper, I think.

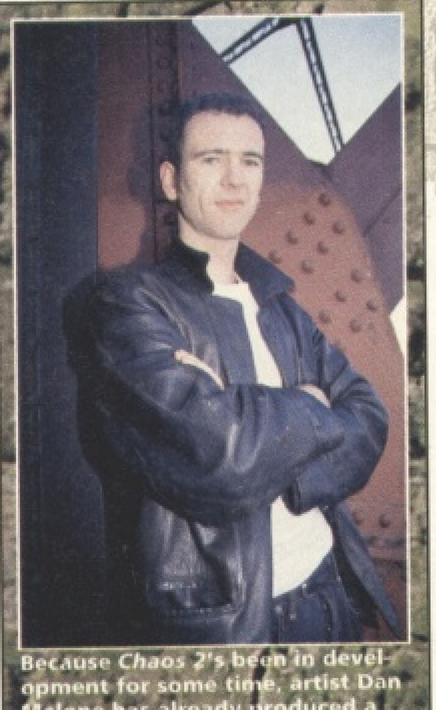
As far as backgrounds go, Dan has produced much of the necessary artwork for the five different worlds (Future, Aztec, Medieval, Japanese, and an as-yet secret location). He builds the graphics in blocks, and then he uses the blocks to decorate a very basic map design given to him by Simon Knight, who, amongst other things, designs the maps.

"Simon designs a level, and then I'll window-dress it with the blocks that I've got. What invariably happens is that I'll start changing things, and I'll have to go back to Simon and say 'I've changed half of this!' so I can get all these graphics in. Then he'll shout at me, and I'll shout at him, and then he'll shout at me again. Anyway, we'll come to a compromise eventually.

"I know what's going to look good, and what isn't, and it's nice to put little 'set pieces' in here and there, like a big, glorious ornamental pillar with all these things around it. Simon's really good to work with; he'll agree that something looks better, or say that this must be like this, and I'll have to just knuckle down and do it. So there's always a bit of give and take between map design and artwork, and it works because there are two opposing sides working on the same thing."

"I'm a comic artist who's doing computer graphics, basically," Dan admits. "I tried some stuff for *2000AD*, and they sent me a couple of scripts, but I was really looking for work at the time — I needed to get some money. I was doing that when I got the work at Palace, and then I just stopped looking around for illustration work.

"I joined the computer industry because... it's, well, easy. And it's good money, and it's a good laugh; and that's why I'm still doing it. I couldn't really go back to comics now, unless I did them on the side, because they'd take up too much of my time. I'd have to get my reputation in gear, and I'd be getting very little money and tiny storylines until I gained recognition in the field. Maybe one day I'll get back into it... I want to, definitely, because it's good fun. I draw without thinking, but when you're on-screen, working with pixels, you can't do a rough — it just looks awful. You can get away with roughness in animation, but on computer it just looks messy. So it's quite a demanding thing to get it exactly right.



Because *Chaos 2*'s been in development for some time, artist Dan Malone has already produced a large amount of graphics for the game — including the newly-drawn little chappies you can see dotted around the page.

"The hard thing about working on computer, apart from the pixels, is drawing with a mouse. It's not easy; you're trying to draw an arm, or a head or whatever, and it's like 'bloody hell, this is hard work', but when you're drawing on paper it's done before you can think about it."

MONTAGUE TIGG

Dave Gibbons, the esteemed comic-book illustrator who drew last month's *Chaos 2* cover artwork, draws rough sketches of his illustrations and then scans them into a Macintosh computer, (Oh I thought you meant the ever-popular rain-proof — Andy you patronising git — Haz.). He then uses the scan as a basis for the drawing, and colours it all in on computer.

"It's easy to make a mess of colouring. If you're working with inks, and you go wrong, you have to go over it again — but if you're using a computer you just Undo it. On paper you can ruin two or three days work by the slip of a pen, so you end up being really careful, but on computer you can let it go a bit. It's great. Are you going to the pub?"

Aha. A sign, perhaps, that young Dan is getting a little bored with being interviewed (after all, he's not used to it, y'know), and the time has come for him to move on to newer and more pleasurable climes. One last stonker of a question though, before he goes. Was he annoyed when MicroProse changed the artwork for *The Chaos Engine* in the States?

"Yeah, I was. They had to take the Preacher's dog-collar out, the Gentleman's pipe out, lots of different things. Yeah, it annoys me, but I find it a bit petty, to be honest. I don't think it has any relevance; I know they're all trying to stop violence for the kids, and make a cleaner game, but I really don't think that it matters with something like that. I mean, an old clay Victorian pipe? It's just like Sherlock Holmes, isn't it? But if you took his pipe away, that would be ridiculous.

"Oh, and of course, they changed the name; and I thought the new name was absolutely arse. *Soldiers of Fortune*. It was something that I didn't have a hand in, so it doesn't bother me so much. It's a shame that they had to change it all, though, because it takes some of the character away, doesn't it?"

Oh yes, indeedy.

NEXT MONTH!

We'll take a look at the work of the other artist, Gary Carr, who's responsible for all the horrid little monsters that will give you so much pleasure as you blow their heads off. And, if we're lucky, Steve Cargill, one of the two programmers behind *Chaos 2*.

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WORK IN PROGRESS

TIME MASHING

Perhaps Krisalis didn't have HG Wells in mind when it called its forthcoming Zelda-ish release, 'Legends', but with Matt Broughton behind the wheel, you never know which irrelevant tree you'll be moistening next.

PROJECT: Legends
PUBLISHER: Krisalis
DEVELOPER: In-house; Richard Teather (programmer/design), Mark Potente (graphic artist/design), Phil Hackney (graphic artist/design), Mark Edwards (graphic artist).
INITIATED: January 1993
RELEASE: April 1995



Left: Each level comes complete with a super little map, available at the touch of a button, and features a rather energetic little man representing your position. I'm currently involved in a little *Pacman* sub-game in the bottom right maze, where I have to avoid a number of ghosts while collecting weeds for the garden keeper. Crazy huh?

Below: Egypt's a funny place. Tons of sand, tons of sea, but no ice cream. Still, there are lots of enormous maze-like tombs to plod around in, not to mention puzzles to unravel (along with the mummies — boom boom!). This is a level that relies heavily on the 'find the coloured key to open the coloured door' theme. But we're used to that sort of thing.

Left: The puzzles in *Legends* are all very simple and *Dizzy*-esque, living by the 'one man, one need' motto. By walking into people, you can initiate a conversation, during which you can bet your bottom, er... bottom that they'll suddenly reveal an item that would change their lives. This barber needs something to hang outside his shop "to attract people." Hmm, didn't I see an enormous red and white striped pole somewhere convenient earlier?

Imagine, if you will (while I fill the page with crap), what the repercussions would have been for Britain's electronics history had a 19th century English scientist found a Sony Walkman in his bath one night. Or perhaps if Hitler had been handed a Gameboy at the tender age of three; or, even more intro-fillingly, I'd received a stick and ball for Christmas rather than an Amiga. Time travel, you see, is a dangerous thing — and if you don't believe me watch *Star Trek IV* (the one with the whales) not to mention *Back to the Future 1*, *2* and (might I venture) *3*.

It's all about paradoxes, you understand. If you went back in time and gave someone a gun that they wouldn't have had otherwise, they might then go and kill your dad (well they certainly would if it was your dad, mate — Harry.), meaning that you were never born, meaning that you couldn't have existed to go back and give the bloke the gun in the first place. Meaning that, oh, er... my head hurts.

Similarly, if I HAD got a stick and ball rather than an Amiga, I would (apart from being very disappointed) have never read *The One*, never applied for the job, and never worked here. So does that mean I can go home now? No? Damn...

Well, the story behind Krisalis' latest project, *Legends*, starts with a group of aliens who, having got bored with flying around in big frying pans (or something) have descended upon Earth for a bit of fun. What they've done to ensure the planet is thrown into turmoil, is to travel to different time periods in history, nicking various items and plopping them either backwards or forwards in time, thus creating a nightmare of possible chain reactions — as the Egyptians discover Kellogg's Cornflakes several millennia before they are meant to, etc.

It is therefore down to you to travel through the corridors of time, possessing the bodies of innocent bystanders at particular junctions in history, and retrieving the aforementioned items. It sounds fairly strange, but as one of *Legends'* designers and graphic artists, Mark Potente, explains, there is a reason for this.

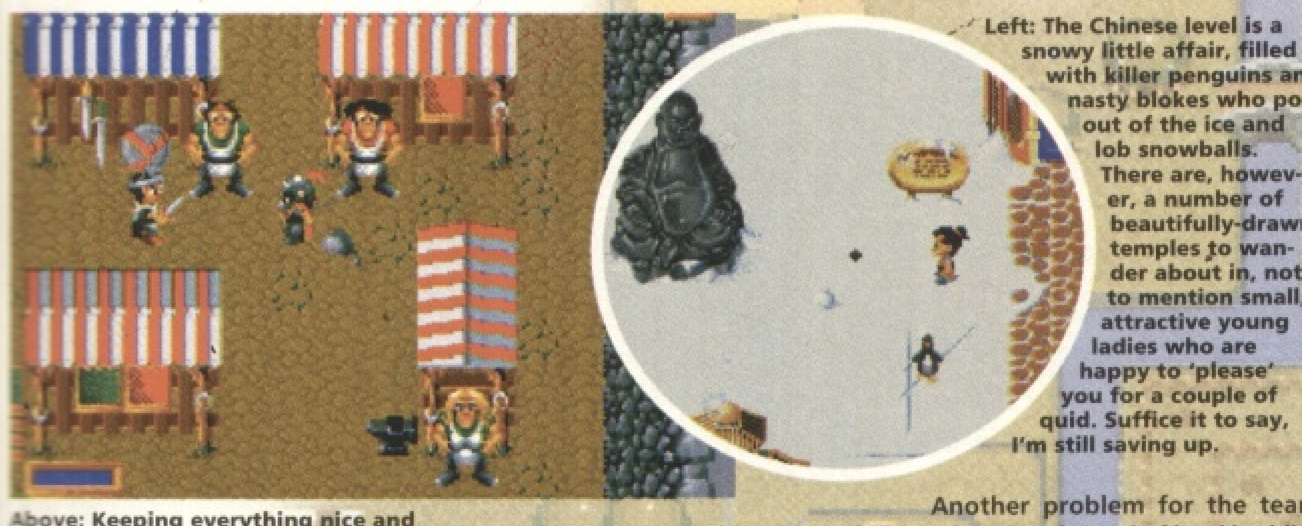
"Originally, when Phil and Richard started on the project, it was to be a serious type of game — more of a role-playing affair, but as time went by — and I don't know whether it's because they got fed up with that idea — they started to add more fun elements to it, so it gradually became more surreal and comical. Since I joined in April of last year it's gone mad."

As your soul wanders from time period to time period, you'll get to inhabit bodies in Arthurian times (that's, 550-ish AD, Dark Ages buffs — Haz.), Ancient Egypt, Red Indian er... times, Chinese times, and a final level against the aliens themselves, set in space... um, times. Again.

"Basically, your task is to solve specific puzzles in each time sector before moving on to the next. At the end of each level, a space ship flies over and zaps you off to a new level." [Shades of *Can Fod 2*??]

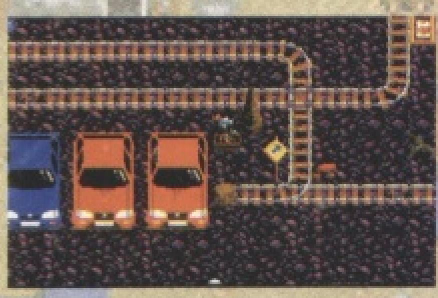
LUNCHTIME

The puzzles within *Legends* switch between being quite involved brain-



Above: Keeping everything nice and historic, the Arthurian level not only features Excalibur and lots of wizards ("a nightmare to some... etc.") but a rather large amount of soldiers who would like nothing more than to put a sword 'up' you. Er, hurrah.

Left: The Chinese level is a snowy little affair, filled with killer penguins and nasty blokes who pop out of the ice and lob snowballs. There are, however, a number of beautifully-drawn temples to wander about in, not to mention small, attractive young ladies who are happy to 'please' you for a couple of quid. Suffice it to say, I'm still saving up.



To suggest that the producers of *Legends* have gotten a tad surreal as the project has progressed is, well, probably telling the truth actually. In the middle of the Arthurian level, you suddenly find yourself travelling between areas in a sort of mine cart, and as if this wasn't 'out of place' enough, you then have to jump over a line of Ford Escorts. Nice helmet though, eh?

chewing jobbies, to more simple *Dizzy*-esque 'give the bucket to the bloke who, er... fancies a quick bucket' affairs. Similar to the ever-popular *Zelda* games, there are a number of houses to enter, each one filled to brimming with characters to chat to.

"We haven't have the game playtested yet, so there's still a chance that some of the puzzles will be tweaked if they're felt to be too obscure. I personally think the game should be fun, so some of the stuff in there is just plain silly. Jim Bowen is even in there now, simply because when we came to draw the round table for the Arthurian level, we thought it looked a bit like a dart board, so we invented a little dart sequence where you have to get a particular score to win an item. There's a little Jim in there with a shiny head and glasses, talking tons of rubbish." So more a Sim-Bowen then really? Boom boom.

"Well, as I said, it did start out as quite serious, but the lads who've been working on it for two years now have finally started to snap. Half of the features have been included to keep the programmers sane as well as improve the game."

Legends' concept originally came into being due to Phil and Richard's previously involvement with *Sabre Team*. Near completion, ideas were flying about for a *Sabre Team 2*, and they came up with the idea of playing in varying scenarios through time — that's why the project was originally quite serious. "They started researching things like Indian mythology for the first level, and when you come to play that level, you'll find most of their legends in there — it's true to the period. It seems quite straight to start with, but then you've got an enormous Red Indian on a giant space hopper. We started to lose it at that point!" No kidding.

Obvious comparisons have come from such games as *Zelda*, although, in honesty, this is more down to the look of the game than the content. "I think the only reason why everyone's said it looks like *Zelda* is because of the angle of it, but whereas *Zelda* is set in one level and then you've got the reverse 'Dark Side', *Legends* has got more to do in every level — each could be a game in itself. We reckon you get your money's worth."

The main problem for the *Legends* team has been fitting it onto the Amiga, with the final product looking to fill some eight disks. Fortunately, once the initial level load is complete, there's very little mucking about.

"On the first level, I think the artist did loads of graphics sets, so when you go into different areas it does access these; but as the project moved on, I reduced the amount of different sets to keep the accessing down. I don't know why this angled view-point was adopted, but it gradually becomes brighter as you work through the levels."

Another problem for the team was keeping the end of level baddies both interesting and manageable (just like Andy's hair — Harry.) with such inclusions as an enormous sprite madman on a bike, filling the screen, running down the road towards you.

"I think the programmer started getting a bit cheesed off with how many graphics there were, but with things like the Chinese level, which I did the graphics for, we tried to vary the backgrounds, including snow falling down — I like that one."

TIME STABLES

Legends has a number of sub-games scattered about, many of which can be accessed after a level has been completed, including shoots, and *Hunchback*-style games. There's also a *Space Invaders* game (see the box-out below) to keep the nostalgia fans happy.

"I think games like this need the sort of constant reward that sub-games can offer. Often people start to get a feeling of just walking around, so we try to keep the puzzles coming, while chucking the odd bit of fun at the player. We're really targeting the sort of players who enjoy games such as *Dizzy*, simply because that's quite a wide scope anyway. *Zelda* sold like hot cakes, and the feeling I've had about the game is that there's nothing like *Zelda* on the Amiga. Hopefully, we'll fill that gap."

There is a CD32 version on the way, complete with the promise of some excellent graphical enhancements. "I'm currently working on some Silicon Graphics stuff for the intro, and though the A1200 will probably feature some stills from these, the CD32 will have all the little animations throughout. I've only just started on the machine, and I really can't believe all the hassle with it; there's a lot of work involved, and a lot of manuals to read. When you're rendering these images it takes quite a long time, so even though it may not look like a lot at the end of the day, a lot of work will have gone into it. Sometimes I think it's not worth all the hassle — you might as well do it on *DPaint* — but you know that it'll look good at the end of the day."

The only real game problem left for the team now is to make it a bit easier for first-time players to get into. "I know all the levels very well now, so I find it good to play, but when I've been looking at other people playing, they seem a bit stuck to start with. We're going to look at ways to ease the player in a bit more. One of the ideas is to put some sort of markers onto the map to give clues as to specific areas — but then again, we don't want to make it too easy. It quite hard to get the difficulty right — striking that balance."

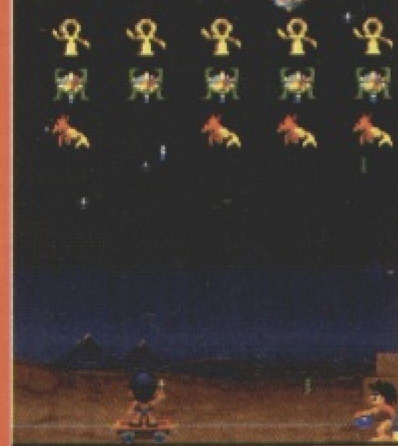
The CD32 version's graphics are already going through the conversion process, with Mark Edwards upgrading everything to 256 colours to coincide with the PC version's development, but after two years of hard labour, the *Legends*' team are about ready to give birth. Stand back! It's a big one!

VARIETY SHOW



Above: Variety of gameplay is the key to *Legends*, with numerous sub-games and mini-plots to complete. Here in the centre of one of the Egyptian tombs I appear to have disturbed a rather large mummy. Fortunately, he's not exactly held up too well over the years, and by throwing stones at him can be made to gradually fall apart. Once he's all but destroyed, by walking into his left leg that's lying on the ground, something strange happens...

Below: Well blow me down if it isn't our old mates the *Space Invaders*! Yes, sub-games a-go-go, here's a nice little opportunity to grab yourself some extra health and bonus points, while breaking up the play for a bit. Gosh, those people at Krisalis are nice, aren't they?



A HARD AXE TO FOLLOW?

The last time Matt Broughton entered a Karate tournament, he ended up in third place, with a broken nose and his gi covered in blood. Let's hope Millennium treat him a bit nicer than that bloke with the orange belt did. Git.

PROJECT: Master Axe
PUBLISHER: Millennium
DEVELOPER: In-house; William Lunney (programming), Mark Rafter (art), Neil Axe, Chris Elliot (Design), Colin Swinbourne, Chris Owens, Marcus Broome (graphics), Chris homer, Pete Murphy (sound), Richard Joseph (music).
INITIATED: Early 1993
RELEASE: March 1995

For someone who most people have never heard of, Neil Axe, Martial Arts expert and teacher, certainly has a sizable ego. I mean, there can't be too many people who'd walk into a games publishers such as Millennium and say: "Make a game about me"! I mean, what would you say? "Er, hello Mr Millennium. I'm Matt Broughton and I'm great. I think you should seriously consider spending time and money making me famous. Okay?" Not exactly standard behaviour, is it?

Well, strangely enough, that's exactly what happened one day when the aforementioned Axe-meister popped his closely-shaven head round Cambridge way, and though Millennium didn't quite go for the grand multi-media extravaganza he originally had in mind, they were at least interested (or was that intimidated) enough to work around the Great Melon Chopping One.



Left: Considering these sprites were Rotoscoped from footage of live action, I certainly feel sorry for these two blokes. The one on the left appears to be a reject from The Village People, while the bloke/girl on the right appears to be dressed up for a Bjork look-a-like competition. And you thought we'd forgotten about Bjork! No chance.

Left: Look! Here's one of the other blokes out of The Village People! We only need a couple more and we can all get together for a quick rendition of 'YMCA'. I wonder if that bloke dressed up as Bjork would mind standing in for the biker? Oh my god! While I wasn't looking, Master Axe's foot has turned into a huge blue scythe. Call the fire brigade!

"We didn't want to produce just another beat-'em-up," explains project manager Chris Elliot when I asked him how *Master Axe* came into being, "and Millennium probably never would've done anything associated with that genre, except that Neil came along to us with a game idea based around himself. This was the 'Mister X' idea which, although we basically liked it, was an extremely ambitious one — very, very cinematic."What Millennium actually agreed to do was to produce a game based around Neil, but aimed more at existing technology, creating a game for the machines that people were playing now rather than formats that weren't going to turn up for another two years.

"We're after something a bit different, and in fact we tend to refer to it as a 'fight sim' simply because the BEU market is extremely crowded, and there's no point in going in there with just another 'me too' product."

At the fist meeting, Neil started by giving Millennium a bit of background about himself, and was greeted by the general feeling that, when the truth's that fantastic, why make anything up? "What we've been able to do (because we have access to Neil, as well as other senior instructors and students) is design the game and say to people 'well yeah, you have fantastic stuff out there where people spit fireballs and throw blocks of ice, but that market's very well catered for'. What we're saying to people is 'here's something where we show you what can actually be done and the way it can be done'. It's much more realistic, much more of a Martial Arts simulation, and it's saying to people that if you want fantasy, go for it, but if you want something that's a little more hip-turningly realistic, this has got it."

Of course, for people such as myself, or even our once Shotokan-ing editor, Nuttall-San, this might be something interesting to see; but isn't Millennium a touch worried that for the general flash-kicking, teleporting, fireball throwing, beat-'em-up playing public, (who've become accustomed to turning their opponents into electrified sausages by pressing up, up, down, fire), are going to find *Master Axe* a tad, well... er, quiet. No?

"We think not." replies a fairly confident sounding Chris. "One of the things that I think has been underestimated, and a point Neil has made a number of times, is that people forget how big the Martial Arts community is. A lot of people practice Martial Arts, and though I don't know what the exact cross-over is between those and the actual computer games players, you've got about three million people out there who, up until now, haven't been catered for.

"If you yourself have done Karate, you can look at something and say, 'yeah, that's a realistic move; that's the sort of thing you would do' and quite honestly, until someone tries pitching that at the public, we won't know the response. Certainly the feedback we've been getting so far has been encouraging. People are saying that they like the look of it and the ideas within it, and I'm not sure that the other style of game [i.e. the traditional fantasy BEU] hasn't been done to death a bit."

AXE IS BOLD AS LOVE

Chris has made a point of trying to stay clear of other BEUs during the making of *Master Axe* to keep a clear head, but Bill Lunney, the programmer, has done exhaustive research on all the BEUs possible, up to and including games being produced for the NEO-GEO. As a result he has aimed to produce something as advanced as he can — from the programming side of it.

"He has basically 'distilled' all of the stuff from his research in an attempt to better it. There are obvious limitations when you're competing with console hardware with specialised graphics chips, producing things that are just not possible on floppy formats, but within that limitation what we're hoping to produce is a sophisticated piece of programming which also incorporate



You put your left hand in, your left hand out, in out, in out, shake it all about. You wear your stripy trousers and you turn around, that's what it's all about. Apparently. Again.

Above: HELLO BOYS! If I'm not mistaken, that bloke on the right appears to have enormous bosoms. Titter, tit... er. Also quite worrying is the fact that this is the second screen shot showing that fat copper flying through the air. He must be crap, wouldn't you say?

all the best bits from existing Martial Arts games or existing BEUs."

Master Axe is still presented in a traditional game style, using Neil's real-life exploits as a plot provider, loosely following the 'adventures' had by himself and three of his senior instructors on a recent charity cycle around America. "What they did was classic Samurai stuff, going from dojo to dojo, taking on the best of their people and beating them. What we've done is extend that idea so that you start out with a training mode in Neil's school, and from there can go to a number of modes such as the coast-to-coast USA endurance section which lets you take one of the four guys from the party across the USA, fighting different opponents who are, shall we say, loosely based around some of the more colourful characters that they met.

"You've then got a section called 'Spiritual Warriors', which is designed to reflect the spiritual aspect of Martial Arts, where you actually fight your dark side. Now this isn't just like *Mortal Kombat*, where you simply fight your own sprite, this is a slight twist when you've got to beat your dark side to benefit your character in the endurance USA section. The final section is a tournament mode which is based around something that Neil's involved in putting together at the moment, which is the World Contact Sports Association, and something called High Impact Wrestling. Now I can't say a lot more about this [you mystery man you!], but it's a tournament set-up where you play the opponents in the game against each other in a tournament structure." Hmm, sounds revolutionary.

"What we've tried to do in all the sections is to vary the gameplay to get the maximum amount of different styles of game play out of the same game. We've tried to avoid just chucking in more of the same." No, sorry mate, you've lost me there. I'm still trying to work what will be the hook for non-Martial Arts fans.

"Well we considered the idea of adding sub-games, and the obvious thing that sprang to mind was putting in something like the bike rides, but what we felt was that if we did that, it would just dilute the main game, so we rejected that. If you're asking 'what's in it for someone who isn't a Martial Arts enthusiast' well, hopefully, it's a good arcade-style game, but one that is more accessible than a lot of BEUs on the market. Something that has come across to us from talking to people, is that a lot of modern BEUs are aimed at people with prior experience in these games, and that if you haven't played, say, *Street Fighter 2*, you just get wiped out instantly because they're too difficult to control — the initial difficulty threshold is set too high. What we've tried to do is make the game accessible by putting in a decent training mode."

Because Chris feels that a lot of the main stream BEUs have gone for speed above everything else, with the result that a lot of the animations are very short (only two or three frames for any one move) he has gone for much more elaborate animations, with all the moves in the game being rotoscoped from films of real people performing real moves.

"When you see Neil's sprite on screen, you can see that it's based on video footage of Neil doing those moves. This demands a different style of graphics and a different technique of play."

MARTIAL ARSE?

One of the points Neil himself was keen to make clear during a recent interview with myself at ECTS, was that the different characters have very different fighting characteristics. One opponent might favour a close range style, while another might deliberately keep his distance, relying more on kicks to keep you away. I ask Chris how difficult it's been to program such specific artificial intelligence.

"The first step was to make sure that the moves were selected to reflect that fighter's actual style, and then, above and beyond that, there's a strategy element in the game where you've got to think about how to tackle a specific opponent. You don't kick against a kicker, you don't punch against a puncher. If you take the real life guy behind 'Gangster', he is currently the World Kickboxing Champion so he's a great kicking character, but when he comes up against similarly good kicking opponents, you're going to have to adapt your approach, the same way as you would in real life. This means that there's no winning combination or 'right' character, what you have to do is take them and play to their strengths. Hopefully this will add an element of strategy rather than just jumping in there, pressing all the buttons and waggling the joystick."

There are four main characters in the game that you can play as; Master Axe, Gangster, Reaper, and Il Capo. Each one specialises in kicking, punching, grappling etc., not to mention coming with an extremely pointless amount of personal information. Hey! Guess what. Gangster (a Scorpio who likes to eat curried goat and white rice) likes to play dominoes and go to blues parties. Hey! Guess what. Reaper (Aries. Has green eyes, and likes classical music) has the personal motto "When there is no justice, there's just us." Sad eh? Oh well, anyway...

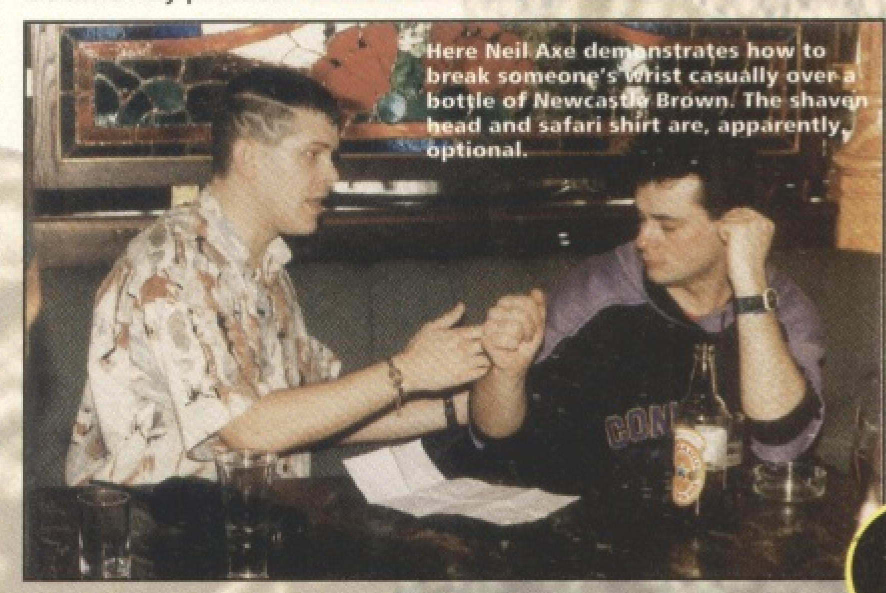
There is a bucket-load of baddies to knock about, including such sweeties as a Voodoo swamp lord, a renegade cop, a redneck bar bouncer, and a Filipino martial arts expert. And all these are based upon people they met. Frightening or what?

"Some of the top martial artists in the States have also given Neil permission to use their names and likenesses, so we've got plans in the future to use some of these. It's great; they've done it simply because they respect Neil, and they really respect what is being done with this game."

Well with any luck, in a month or two we'll be able to pay our respects to the game itself. And don't forget, "Them that can't hear, must feel." Eh? What? Where?



Below: I realise that I'm making no valid comments whatsoever for these captions, but I'm in a bit of a silly and sarcastic mood, and as such find myself compelled to make daft points about the pictures shown. Here we can see someone with badly proportioned knees trying to cut down a tree with a blue light sabre, while a bloke with no shoes tries out a new cure for bad wind.



Here Neil Axe demonstrates how to break someone's wrist casually over a bottle of Newcastle Brown. The shaven head and safari shirt are, apparently, optional.

A HARD AXE TO FOLLOW?





Hello! I bet your little war-gaming nodules are thribbling with excitement at this... er, fantastic screen grab. Well, remember it's PC-only at the mo, but the Amiga's should look very similar.



SIX A SIDE

Impressions' newest and, possibly, greatest game (barring the one opposite) follows the hex-based wargame Battle Isle up an alley and attempts to 'have' it. Andy Nuttall's the one left to sort it out.

PROJECT: Front Lines
PUBLISHER: Impressions
DEVELOPER: In-house: Andrew Prime (Amiga programming); Chris Beatrice (Art Director); Glenn Oliver (Producer)
INITIATED: December 1994
RELEASE: March 1995

Front Lines is Impressions' first attempt at a turn-based strategy game, and indeed a hex-based one (which basically means that movement is restricted to six directions, and adjacent hex-shaped, er, squares. Like *Battle Isle*, basically. Turn-based means that there are no real time restrictions, simply each player takes it in turns to move his characters around.

James Hunter, Impressions' swaggeringly-titled International Sales and Licensing Manager, explains: "It's most comparable to the likes of *Battle Isle 2* and *History Line*, that sort of thing, but the reason we're doing it is really because we thought the graphics weren't up to much in those games. They were very simplistic, and we thought we could do a lot better. That's more from the PC point of view, obviously, because we're still converting the Amiga graphics, but obviously we're still aiming for the best graphics we can. The games themselves were very good, obviously, but the graphics weren't as good as they could have been.

"You can play against the computer, or someone else," he adds. "There are two separate parts of each turn: the movement stage, and then a combat stage. So you move, then your opponent moves, and then any combat takes place. You can adapt it to how you want it, though — attacking while your opponents are moving, say, so you don't have to wait your turn to move. That also makes it different to the others already in the genre, and quite a lot more flexible."

"The main difference, though, is the Scenario Builder," reveals James. "It enables you to build and play your own scenarios, which means the game's limited by your imagination. In the States some people who are very keen on this type of game are already talking about setting up libraries of scenarios. Because the game's set in the future, is Impressions conscious of possible comparisons with *Battle Isle*, the latest incarnation of which is also set in the future? "The reason we set the game in the year 2040," says James, "is so that it's far enough into the future to have some things a little bit different, but not so far that everything has become unrecognisable. There are still tanks, hover craft and artillery, but they've evolved so there's a lot more to them. It gives the artist a bit of scope to put imagination into it, because everybody knows what a tank looks like at the present time; and it gives us a few more options for scenarios as well."

Who knows what advances will be made in the next 40-odd years? Will there be lasers used as a rule in warfare, *Star Wars*-style? Impressions doesn't think so: "It's not going quite that far," James smiles, "but it approaches it, certainly."

There is no scope in *Front Lines* for developing new hardware, anyway, but the chronological order of the battles means that certain weapons become available at set points. "You have to play each scenario out with the weapons which you're given," he says. "As you get better, you'll have to deal with more efficient enemies, and once you get towards the end of the 18 or 20 levels you'll be dealing with really mega tanks and things, which means you'll need the added firepower you're given.

Scanning through the press release, which James kindly provided for me to browse, I notice that one of the weapons it's possible to collect is rather sweetly-entitled 'S.C.A.B.'. It stands for Surface-Combat-Airborne Battletank, of course. "Yeah, perhaps not the most pleasant choice of word!" laughs James.

At the moment, the only problem converting *Front Lines* from PC to Amiga is one of memory, as James describes: "It's going to be difficult to get it on the A5/600, with the constriction of 1Mb memory [the PC version uses 4Mb, incidentally]. We haven't given up yet, but it looks likely that it will be A1200 only."





TRADING PLAICES



Hey, I just made a really good joke. I was talking to Matt, and I said 'High Street Trader' instead of 'High Seas Trader' [Whereas perhaps you should have said 'I'm a total arse' — Harry.]. And here's a high street. Coincidence, or, ah, not.

PROJECT: High Seas trader
PUBLISHER: Impressions
DEVELOPER: Developer: In-house: Tony Hosier (Amiga Programming); Chris Beatrice (Art Director); Chris Foster (Producer)
INITIATED: December 1994
RELEASE: March 1995

Hoist the mainbrace and, er, splice the Jolly Roger, as the second of two Impressions offerings sails right into Andy Nuttall's porth. Talbot.

If *Front Lines* was a branch out of the 'traditional' strategy game, as defined in the past by Impressions with such games as *Caesar* and *Detroit*, then *High Seas Trader* is, um, an... even thicker branch. A kind of good, firm one, that you could tie an old tyre onto and happily swing on.

"It's quite a long way from any other type of game we've done," enthuses James Hunter (see *Front Lines*, previous page). "For a start, there's a first-person perspective view when you're sailing, so you can look out over the bows and move your sail to change directions.

"So that alone is something which is very different for us. It's not a *Doom* cash-in; it's quite a long way from that, but there are battles where you have banks of guns to shoot enemies with." Basically the action part means that you can get much more involved with the game, rather than just on a monetary or political level.

At the end of the sailing trip, though, when you get into a port, the trading side of the game comes in. This is when it returns to a slightly more traditional strategy game, except even here Impressions has tried to make it slightly better than the normal by extending the options when you do land. So you can actually talk to the people you meet in the towns, for instance.

There is a simple reason for these changes, however; the game was never intended to be set on the high seas at all: but in space. "The original concept was set around a bounty hunter, who flew around in space," James describes. "It was inspired by *Star Wars*, and games like *Elite* where you could trade between other planets. We found, though, that this side of it worked much better as a 17th or 18th Century game, because of the beautiful-looking ships and things. It just got a bit lost in space, I think." Hmmm, a cue for a TV series, methinks.

"The 3D idea just came at the right time, I think," he adds. "We were keen to do something involving sailing, because we'd dabbled in it before with games like *Discovery*, which didn't involve you very much. *Trader* has to involve you, though, because of the perspective. As I said, there's a big trading game underneath: probably the biggest economic simulator that we've ever programmed — and we've done quite a few now!

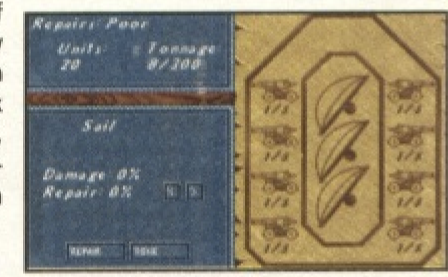
I have to say, from the first-person angle, it sounds as though the sailing section is something of a shoot-'em-up. Would that be right? "Not really," James corrects. "The sailing part is only a small part of the game, but even that isn't really a shoot-'em-up. The way to attack another boat is to make sure the wind is the right strength, get the sail around, move into the right position — and remember, the guns are on the side of the ship, not the front. So if it is a shoot-'em-up, it's a very complex one!"

For purists, and those of you who just aren't into action games at all, there are two options: you can choose to either play the battles out yourself, or there will be an automatic resolver to quickly decide on the outcome. Nice touch.

"Once you've beaten the other ship," James continues, "if you've got some soldiers you can board it and take over the ship. The idea of the game is to get a whole fleet of ships, so you can get them legally by trading and buying them, or you can go and attack others. If you attack friendly ships you'll become a pirate, and other ships might begin attacking you; so there has to be quite a large political system in there.

"A dynamic and realistic economic model adjusts prices worldwide," spouts the Trader blurb. And here's the result: a huge list of all sorts of goodies that you can buy and sell.

You choose your nationality at the beginning of the game, but it's set in a time when countries often chopped and changed their alliance with their neighbours. Which means you might set sail in the knowledge that the French, say, are your allies, and then suddenly the political climate might change and suddenly the French will begin to attack you. So you have to try to keep up to date with the politics, too."







"The graphics on the perspective section are really good. We've spent a long time getting them just right," reveals James. And the new tactical combat system means that you can even board other ships!

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10	5.99	6.99	3.99	5.99	3.50	4.99
20	11.50	13.50	7.50	11.50	6.50	9.50
50	27.50	32.50	17.50	27.50	16.25	22.50
100	52.50	62.50	32.50	52.50	29.99	42.50

RECYCLED DS/DD Low Density

10 @ 2.99 20 @ 5.50 50 @ 12.50 100 @ 22.50



REVIEWS









HOW DO WE DO IT?

At *The One* we believe that a picture speaks a thousand words. Each review begins with a short introduction, telling you what sort of game you're reading about and outlining the plot. Then we follow that up with illustrations, maps and diagrams accompanied by informative captions that demonstrate every aspect of the gameplay. Finally there's the Verdict where we explain the game's good and bad points in detail, so that you can work out whether the game's for you or not. Though a review is written by one person, the whole team plays every game reviewed and the Verdict and scores are based on everyone's input. Based on years of research this is, quite simply, the best game reviewing system devised by man. Probably.

THE VERDICT PANEL EXPLAINED

This piccy shows you clearly which Amiga - A500/600, A1200 or CD32 - the game is being reviewed on.

This panel indicates who is publishing and who created the game, along with essential info such as how much the game costs, when it'll be released, the control system(s) used, how much memory your Amiga needs to run it, how may disks it comes on (and therefore how much swapping you can anticipate) and even whether you can install it onto your hard drive.

This percentage indicates not only how well-drawn or animated the graphics are, but also how well they complement the game. Some games look great in static form but may be slow and jerky 'in the flesh' which will be indicated by a lower-than-expected Graphics score.

As with Graphics, the Sound score isn't based purely on the quality of the tunes and sound effects, but also on how well they enhance the game. For instance, an all-guns-blazing shoot-'em-up with a silly bouncy jingle wouldn't do well here.



A1200

CD32

Playability, which we hope will soon be incorporated into the Oxford English Dictionary as a 'real' word (write to your MP!), indicates how easy the game is to get into and how much fun it is to play. Things like poor control or cluttered screens will take this score down.

Another 'new' word, Lastability indicates whether you're likely to finish the game in a day or a year, and also whether the game is one you're likely to keep returning to time and time again. It's a rather important mark, especially with games being so expensive.

The Overall score is the definitive guide as to whether a game is good or bad. It takes into account many factors other than the four main ones listed above, which is why it's not simply an average of those scores. Anything scoring 85% or above is considered an essential purchase.

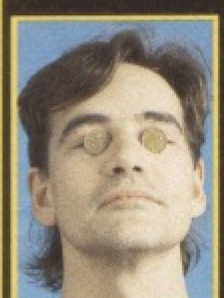
The Amiga family is even bigger than ever now, with people able to buy A500/600s, A1200s and CD32s. Here's where we'll tell you about how the game runs on the machines not covered in the main Verdict panel, as well as whether any enhanced or cut-down versions of the game are planned.

ANDY NUTTALL

If 'love is in the air', then you would expect to find our still ever-so-slightly earthy leek-führer slithering morosely over the slag-heaps of the feathery principality, his mad-staring eyes fixed firmly on the phlegm-strewn sods of the familial small-holding — but oddly enough, no. Astonishingly our soggy ginger-nut has fallen in love! With a girl! A real one. No, really.

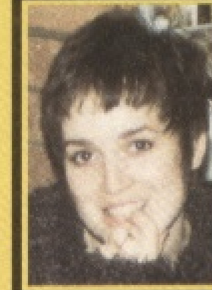
MATT BROUGHTON

The lovely Matt only has to look at a chick for her belly to start distending and her eyes to become heavily glaucous with child. The other day, we were all witness to an incident when Love Chops asked a young lady for 'the time'. As we approached she began to fish in her handbag for one those girls' alarm things, but as soon as the slaver-tongued smoothie began yakking, she claimed to be carrying his frolicsome kittens!



HARRY ATTRILL

Haz is getting a bit too old for all that Valentine's Day rhubarb and custard. The cack-handed but enthusiastic atheist-in-charge of production is a little lary as to the contents of his private love-sac, but we do know that he likes girls and that he has kissed at least one. Mind you he kisses WW1 aeroplanes, and the wilder bits of Cornish Coastal granite so his taste can probably at best described as highly 'questionable'.



JO WINSLOW

Little Jo has already started to hear 'dong' noises in her head. Her heart is hemmed with all manner of lacy-surprises and she also buys soft toys regularly and collects all the Pampers Tokens from *Practical Parenting* and *Which? Zygote*. Sadly she still believes that 'Love makes the world go round', whereas we all know that love makes the world go brown. Or possibly a rich tan. She is a keen collector of lactose.

SHADOW FIGHTER

Since Matt's best friend lost his SNES, he's been a broken man. No Street Fighter 2 you see. Well never mind that, here's Gremlin's new beat-'em-up, and it looks to be about the best thing ever. Pever.

In the same way that the Amiga mags suffered a seemingly never-ending battle between *Sensi Soccer*-ites and *Kick Off 2* fans, the consoles have always had *Street Fighter 2* and *Mortal Kombat* to squabble about. I, being an ex-SNES player (thanks to my mate's magically disappearing machine) have always stood with the *SF2* crowd, preferring the sharp animated graphics of Ken, Ryu, Guile and the gang, to the pixilated, nay digitated, hue of the *Mortal Kombateers*.

Though the console market is, as a result of the aforementioned titles' successes, now flooded with hundreds of similar beat-'em-ups, the Amiga has never really been the sort of machine to attract the fighting genre, and let's be honest, US Gold's Amiga *SF2* was smelly poo on a stick (That's very nice, Matt — Andy.).

The various *Body Blows* releases were okay-ish, as was the (ahem) 'slightly overrated' *Elfmania*, but with the recent 'Exhibition Of Deceptively Attractive Crap' that was *Rise Of The Robots*, to say the Amiga is gagging for a good beat-'em-up is to say the least. And so, I now call those of the violent persuasion to gather around this page and gasp in relief (oo-er), as the first ever 'Decent' Amiga BEU finally arrives...

To cut through the crap, *Shadow Fighter* is *Street Fighter 2*. There, I've said it. Whatever you do though, don't take this as a criticism, as it is in fact meant as a compliment. Once you see this moving, you have to wonder how the *Body Blows* and *Elfmania* games managed to act like cardboard cut-outs. (Ex-Howards Way stars, perhaps — Harry.)

The plot is standard fare, with one all-mighty bugger proclaiming himself Big Boy (or Shadow Fighter to his friends), and you simply gagging for the chance to ram your chop sticks right up his, er... excrement exit portal. There are sixteen characters to choose from, all equipped with superb moves and a fair smattering of special moves, all performed via an *SF2*-esque 'down, down/back, back, fire' system, along with throws and flying attacks.

Various locations are on offer, each one a visual and sonic treat, with hundreds of levels of parallax and smart tunes/spot effects respectively. So, without further ado, let's get it on. "ROUND ONE. FIGHT!"



Similar to Super Street Fighter 2, Shadow Fighter awards special bonuses for particular moves. A 5,000 points bonus is given to the first character to draw blood in each round, while perfect and double perfect rounds are awarded 25,000 and 50,000 points respectively. If you can land a decent combination of hits on an opponent, you'll receive an 'Excellent' 15,000 bonus as well as stunning them, allowing you a few seconds grace to move in and take advantage. This option can be turned on or off to suit your tastes.













TONI

Based in Florence, Toni teaches the fighting art involving the secrets of fire. As well as using some of the best kicks in the game, Toni has a powerful uppercut as well as a Special burning version. Other Specials include: Flame Kick, and Spinning Fire — a right git to avoid.







OKURA

Okura is an honourless and renegade Samurai who practised under the same school as the Shadow Fighter. He fights to take the title as the most infamous Samurai in the world. As you'd imagine, most of his good moves involve his sword, while his unarmed moves are average. Nice Specials include: Electric Sword — a strike that send sparks across the floor, various spinning blades, Electric Body, and a teleport.





YURGEN

Yurgen is an enormous German cop, in the tournament simply because he believes one of the fighters to be a murderer (you don't say!) He's built like a brick privvy and makes use of his baton to augment his excellent range of punches and kicks, not to mention a powerful overhead throw. Specials are: Power Fist — a spinning double fister, Earthquake Fist — where you punch the floor to send out a huge shockwave, and, rather less subtly, a gun!





LEE CHEN

This fella represents the Bruce Lee contingent in *Shadow Fighter*, being a bit of a dab hand at the old Kung Fu styley. Raised in a "Mist-shrouded temple" Lee has a fairly decent array of moves, as well as being a bit tasty with the old Nunchaku. Specials include: Fury Spin, Falling Nunchaku, Fire Fist, and Fiery Hand spring.





Because some of the characters' special moves are a bit tricky to pull off, Gremlin has very kindly included a training puppet for you to beat up and generally practice on. Mind you, having said that, the old macabre Puppaz, as he's called, isn't exactly helpless. And though not quite as aggressive as the normal opponent, he'll quite happily saw you in half with an enormous buzz saw, blow you up with bombs, or even punch your lights out with a huge comic fist. A lovely fella all round really!



This is all very familiar to any beat-'em-up player, and is quite simply known as the selection screen. From here you can chose which character you want to play as, and select a location to fight in. If you play on easy mode, you can only choose to be one of the characters from the top row, but as you move up the difficulty levels, your choice becomes wider. Sneaky litil divils these game designers, eh?





ELECTRA

Though only 19, a life on the streets of France has taught Electra all she needs to know about self-preservation. Her general moves are fast, but limited in range, a fact her special moves more than make up for, including: a flash kick, Electric Boomerang, Electric Body, and Power Launch (sonic arse!).





FAKIR

Exploring the inner mind and life force, Fakir combines magical knowledge with fighting ability and remains an unpredictable fighter. Many of his standard moves are more magical (throwing spells etc.) than simple hits, but are effective in both defence and offence. All of his specials call upon magical abilities, featuring: a magic carpet swoop, Teleport, and two genie spells — fire and hurricane.





SORIA

Being the kick boxing world champion, the Belgian lad has a handy selection of powerful kicks and quick punches at his disposal, along with a nice double drop heel kick and a backwards falling leg-throw. His special moves are a touch limited, but make Soria an excellent all round performer. Specials are: Flying Kick, and spinning roundhouse attack (a la Ken and Ryu).



KURY

No one's quite sure who or what Kury is, but, like *SF2*'s Blanka, he relies on size and sheer strength for combat, making him a hard target to drop. Though his general moves are simple short-range punches and kicks, each one packs power and should be avoided at all costs. Specials include: Rock Roll (a la Blanka's spin), Body Drop — a huge slam, Power Smash Fist, and Spinning Fire Hand. His throw is also to be avoided!





SALVADOR

Salvador learned to fight on the streets of Madrid, bare knuckle fighting some of the best. Combine this with his mastery of the animal psyche, and you've got one formidable fighter on your hands. Apart from an excellent range of kicks and punches, plus a bone-crunching back drop, Salvador has some very unique, and very powerful specials, including: Spinning Powerball — break dancing meets friction burns, Turning Flip Kick — *SF2*'s Guile flash kick, and Flash Panther — Salvador actually turns into a fiery panther and leaps at his opponent, burning them on contact. Gosh!





MANX

Meow! The only real babe in *Shadow Fighter* (but what a babe!), Manx is a right gorgeous pussy and no mistakin'. Having been raised in the wild, she uses a style based upon the movements of the tiger, giving her speed and powerful swiping action during combat. Specials include: Fire Hands, Cutting Claws, Rolling Claw Slash, Tiger Pounce Attack, and Falling Angel. Treat me rough, you bitch!







YARADO

Yarado lived alone in the Mexican wilds for many years, studying the ancient Aztec power of the soul. His general fighting moves are fairly standard, apart from a nice 'windmill effect' double knife-edge strike and a rather, er... interesting looking jump that involves sort of hurling around with his legs apart (one for the ladies I'm sure). Nice Specials include: Spirit Power — which electrifies you and flies you off the screen to appear by your opponent, Electric Splash — where you torpedo Bison-style across the screen, Electric Body, and a spinning arms attack.



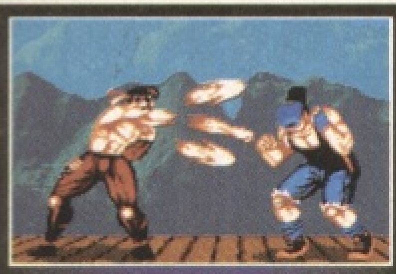
TOP-KNOT

The Thai boxing world champion, Top-Knot, is a no-nonsense character, packing some of the best combinations in the entire game. Being a Thai boxer, this fella's into serious shin kicking and groin kneeing. Specials include: Hangman's Uppercut, Speed Elbow Smash, Fast Fire Somersault, and a Power Combination — a sequence of fast moves designed to stun your opponent.



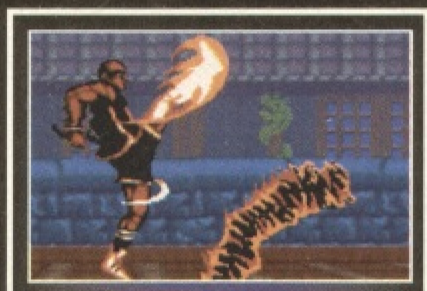






CODY

Cody is the son of a US Kuto arts sensai. Having succeeded his father as master at just 16, Cody devised moves his father believed impossible, making him a most formidable 'normal' fighter. As well as a superb range of power punches and kicks, Cody's *SF2*-like specials are: Flying Power Kick, Rapid Punch (as E Honda), Rapid Kicks (Chun Li), Kuto Fireball (Ken and Ryu). He's also got a nice goaty and a fine physique — just like me (ahem).



SLAMDUNK

Slamdunk combines his mastery of basketball with an expertise of all the fighting arts. He has a good mixture of standard moves, including a powerful reverse high roundhouse kick, as well as a variety of basketball moves. Specials include: Spinning Fire Kick, Speed Attack, Head Spring Attack, and various energy charge basket ball throws.



TOSHIO

Toshio is the last surviving member of the Katu Dragon arts school. Only 14 years old, he is the last of the 'small warriors' making use of acrobatics and magical abilities to overcome size problems. Toshio has a good selection of standard moves, as well as flips and leg throws. He can be a difficult opponent simply because he's too short to be hit by punches and high kicks! Specials include: Fireball, Dragon Uppercut (a la Ken and Ryu), Dragon Kick, and Circle Of Fire (an electrified shield).



KHROME

The volatile result of a DNA experiment, Khrome is out to prove he's superior to the human race. He has complete control over his cellular structure, allowing him to morph and stretch like none of the other fighters. Like *SF2*'s Dhalsim, Khrome is often tricky to fight simply because of his excellent reach and good selection of moves. He's also able to produce a grabbing hand from his stomach, perform a stretching headbutt, and rather than using a throw, actually changes to a liquid and 'enters' opponents for a second, disrupting their nervous system — all very nasty! Special moves include: Liquid Silver Attack, and Melting Body Attack.





THE VERDICT

For someone wanting a **Street Fighter 2** copy, this has everything; right from the slow-motion knock-out strikes to the "Round One. Fight!" announcer. The special moves, in-game tunes, spot effects, and animations (with that stunning background parallax!) really just add more icing to the icing, leaving you wondering why no one has done this before. The game play is smooth and flowing throughout, and the variety of characters and moves makes it a game that you'll come back to time and time again, if only to see what all of the graphical effects are like with the different players. The controls are easy enough to master — borrowing heavily from **SF2** and **MK2** — and even though it is easier to get the Specials if you're used to **SF2**, even a BEU virgin like Harry was able to get them going after a bit of practice. As with most BEUs, it really excels as a two-player game, but also puts up a pretty good fight as a one-player game, with a fair intelligence and a good learning curve. If there's one real criticism to be levelled at **Shadow Fighter**, it would have to be the repetitive attacks that some of the fighters use against you. Though this is really only rife with two particular characters (i.e. Lee Chen and Electra) it just becomes frustrating having to endlessly jump over, for instance, Electra while she spins towards you spitting electricity. Though the best tactic is to get in there and clobber her, you start to scream a bit when you keep getting 'cornered to death'. That, though, is the only complaint I have, and even the disk swapping arrangement is very good — a problem you'd expect from a game with so many animations. The sound effects and music are very **SF2**, but again, er, so what! Though **Mortal Kombat II** received 90 percent last month, I'm really comparing **Shadow Fighter** against the likes of **Body Blows** and **Elfmania**, and find it far superior. A absolute must for any Amiga owning bruiser!

A500/600

Publisher: Gremlin
Developer: NAPS

£29.99 Out Now

Not Hard Disk Installable

Joystick/Joypad

Memory 1Mb | Disks 4

GRAPHICS	91%
SOUND	91%
PLAYABILITY	90%
LASTABILITY	90%
OVERALL	91%

A1200 / **CD32**

An A1200-specific version will be appearing shortly, featuring souped-up graphics and 256 colours. A CD32 version will also be produced, with stonking sonics, enhanced graphics, and good old CD soundtracks. Apparently.

DEATH MASK

Doom? DOOM? What do you mean this looks like Doom? Matt Broughton sits still for a very, very long time looking underwhelmed, before spilling the beans on this 'possibly okay' game.



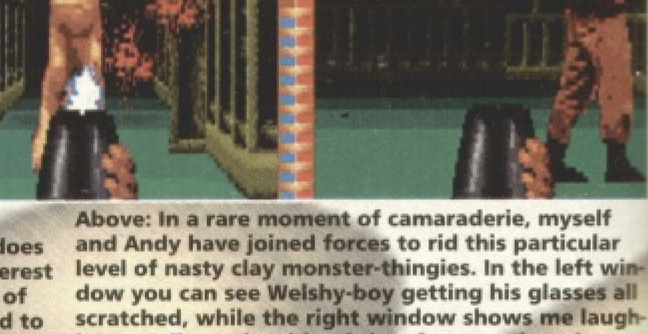
Date: 9030AD. Place: The Planet Hiba. Hmm, sounds a fairly standard setting for a game doesn't it? Perhaps we might learn a little more from the nice box which *Death Mask* arrived in. Here, let's have a little read, shall we. Right, it says "...level after level of adrenaline pumping action packed with excitement." Erm, well I'm not too sure about the 'adrenaline pumping' bit, or the use of the word 'excitement'. To be honest I'm also unhappy about the use of the phrase 'action packed' as well... oh dear. And, even more sadly, the box also features an enormous flash boasting "100% Excitement". Huh huh huh. Close.

But wait, I've not even told you what the game's about and already I'm being sarcastic and nasty to it. Well there's a slim, firmly condensed plot that talks about 80th century scientists finally cracking the genetic code and creating their own life forms, with various 'gone wrong' subjects being banished to a colony planet. These 'misfits' gradually increase in number, until one fine day, their existence is threatened by the arrival of some aliens, at which point two of their bravest fighters — agents from the special elite military force known as 'The Death Mask' no less — are dispatched to the various hostile territories to rid them of the alien threat.

This scenario offers you a one or two (simultaneous) player game, and the idea is, you wander around in a first-person perspective, flowing movement kind of way, (Er, walk? — Harry.) shooting aliens, blowing up reactors, and generally being as violent as possible. There are weapons to find as you plod about, along with medical kits and ammo charges.

You've got 35 levels to complete, with a number of different graphic styles and bad guy types, not to mention a two-player, head-to-head battle game, where you and a chum must first track down and then kill each other. Again, there are a number of simplified levels to battle over, with luvverly toys like clone holograms (just like in *Total Recall!*) and 'disruption fields' (i.e. invisibility). Oh, and just before I go, how about this for the creme de la creme of advertising crap: "360 degrees of rotation action". I mean, just what exactly is that meant to mean, hmm?

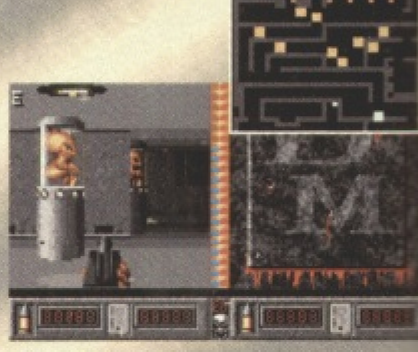
One of the more interesting bad guys in *Death Mask*, this fat bloke packs a tasty duo of multi-barrelled chuckles. Thankfully, I've just collected a nice big chain-gun and, well blow me down if that isn't a medikit behind him just waiting to be snaffled up. "Excuse me sir, the tide wants to come in." BLAM!!



Above: In a rare moment of camaraderie, myself and Andy have joined forces to rid this particular level of nasty clay monster-thingies. In the left window you can see Welshy-boy getting his glasses all scratched, while the right window shows me laughing merrily to the side of the aforementioned sheep-tickler. You'll notice that Andy is as attractive in cyberspace as he is in real life.

Below: Hmm, now here's a dilemma. Andy is very kindly 'looking after' a particularly nasty set of double-doors, while I get stuck in with my chain-gun. This poorly digitised nasty bloke is typical of the badly-drawn opponents met in *Death Mask*, although this one does have the added interest of standing on top of the key card needed to pass Andy's 'killer doors'. Back foul mahogany! Back I say!





Above: I'm playing in one-player mode here, so it's small screens all round I'm afraid, but you can at least see the sort of mighty tasks that await you in *Death Mask*. Now I've got the rather unenviable job of blowing up lots of genetic experiments held within a number of suspension tanks. Thankfully, a quick glance at my, er... high res map (ahem) reveals not only my position relative to the tiny dots of the many tanks, but also the big blobs (i.e. baddies) and, er... lots of other blobs as well. Which way for the Jubilee Line?

Left: Yet another example of how totally 'useful' Andy is as a wing-man. In the right window; I heroically attack a killer robot armed with only a toy knife, while suffering multiple wounds from its head and torso laser turrets. In the left window; Andy stands guard over some particularly nasty empty barrels. (Well, you know, I thought one of them might be a spy or something. — Andy.) Hmm, a likely story, daggle-head!





GUNS, GUNS, AND MIGHT I VENTURE... MORE GUNS!

Returning rather dippily, like a masochistic swallow, to the back of the box whence we began this tale of woe, we find a "...vast arsenal of powerful weapons" advertised. Er, actually, there are only a 'vast' five weapons to find, one of which is a rather sad-looking rubber knife. Still, it's certainly a nice idea. Just not a particularly accurate one. Damn.

1



Quite simply the dogs' er... intestines, the Medegun has the best fire rate, the longest range, and the highest kill rating (i.e. how efficient it is). Get one of these and your troubles are quite literally packed up into an old kit bag and flown away for you. Nice.

3



The Blaster has a better range than the Mini-gun, but is sluggish between shots, leaving you vulnerable for that crucial split-second. Not bad, but I'd rather have a nice sausage sandwich.

2



Though the Mini-gun doesn't have the range of the Medegun, it does have an excellent speed, and packs a fair old punch. It's also quite good for shooting people with. Er.

4



This is the standard issue shotgun that you start each level with, and though not exactly a powerhouse, it's certainly better than a pair of pants (unless you've got no trousers on, obviously).

5



And here it is ladies and gentlemen, the Death Mask booby-prize — The Dodgy Rubber knife. Yes, should you run out of ammo you're presented with this, the latest in close-range crapness, complete with useless bit of metal (which has been sharpened. Slightly). Suffice to say, should you be reduced to this stocking-filler during the later levels, you're as good as Andy Nuttall (well, I'd rather be dead than be the ginger gimpster! Wouldn't you?)



Hurrah! Yes, I've been reduced to using my trusty Swiss Army knife, and though it may look, from where Andy is standing, as though I'm having a quick wee up that barrel, I'm actually stabbing it until it disappears. Why a barrel should pop off after being repeatedly prodded with an unrealistic blade, however, I've really no idea.

THE VERDICT

Death Mask is, I think, a taste of things to come. Though the game itself only scores in the "Above average, but still plenty of room for improvement" zone, it's still an important game for the Amiga simply because it proves the machine can handle fast-moving 3D graphics — and quite smoothly, I might add. The reason for the average mark is due to the lack of imagination shown by the programmers. Having managed to see all 35 levels, it's sad to say that there is a surprisingly poor variety of opponents, and an unsatisfying supply of weapons and graphic sophistication. I don't know whether the designers decided to concentrate on getting the 3D engine right, to the detriment of everything else, but the result doesn't hang together all that well. Though the background and 'wall' graphics do change from level to level, there are no changes during each level, leaving you gasping for some change in scenery or interesting landmark. The level designs are also a tad linear, and what with the on-board map, very rarely leave you wondering where to go next. **Dooms** 1 and 2 succeeded on other formats not simply because the PC, Atari Jaguar etc. allow for faster processor speed, but because they were extremely well-designed, with a good mixture of action, strategy and puzzle solving. By comparison, **Death Mask** is just too simple and repetitive. The two-player game is a good idea, but with a side-by-side display it's very hard to surprise your opponent — unless you stick a huge flap of cardboard over half of your telly. Some of the battle levels are just too large and sprawling, and you have to spend ages wandering around, before accidentally bumping into each other and then just holding down the fire button. If you've both got the same weapon, it's a case of 'whoever pressed fire first will win', while anyone with a slightly more powerful weapon is guaranteed a victory. I'm sorry fellas — it's a nice idea, but it just doesn't work.

A500/600

Publisher: Alternative
Developer: Apache

£25.99 Out Now

Not Hard Disk Installable

Joystick/joypad

Memory 1Mb | Disks 2

GRAPHICS	80%
SOUND	68%
PLAYABILITY	68%
LASTABILITY	58%
OVERALL	58%

A1200 **CD32**

Death Mask runs swiftly on both standard and AGA machines (and you can alter the detail level for even faster movement) while the CD32 version (£29.99, price fans) appears much the same, apart from an additional joypad control that allows you to side step. Tres handy indeedy.

BLOODNET

Adventure; blood; cyber-thingies; who better to review a game containing these brilliant ingredients than Andy Nuttall, a man for whom the words 'computer' and 'game' have always meant something especially sticky? Almost anybody, I should have thought.

BloodNet is, apparently 'a Cyber-punk Gothic'. Cyber-punk Gothic what? I mused, as I scrutinised the box. I think some 'Helpful Hetty' at the printers has cleverly omitted the words 'adventure game'. Tsk.

System requirements, as specified on the back of the box, are an A1200/4000, 2Mb memory, mouse, keyboard and Fast RAM. We don't normally print this sort of tosh, admittedly, but adding 'Fast RAM' at the end is a sneaky way of saying you need extra memory, as well as the normal 2Mb. It also says 9Mb of hard drive space is recommended (please note the word 'recommended', because you may wish to refer back after reading The Verdict).

Once you've enjoyed the intro, and had a quick flip through the instructions, it's time to create your cyber-punk hero. You can do this the easy way by choosing 'quick generation' from the menu, or take a bit more time over manual generation. This involves a series of multiple choice questions, with your answers determining your class. These are Mercenary, Decker or Scrounger. Either way, you get to pick your very own vastly inappropriate cameo portrait, from the six on offer.

The game is played between the city of Manhattan, now a sprawling necropolis controlled by big corporations, and cyberspace, worryingly also controlled by the corps(e). Ha ha. Of course, this being the USA, you can't keep the good guys down and many gangs have sprung up, some little more than Hell's Angels bristling with cyber-ware, others skilled (but illegal) hackers.

Although you start alone, up to five friends or employees can join you on your exploits. Game control is point and click, and just for a change, you don't have to actually walk to an object to get it. A single click picks up objects or initiates conversation, while a double click gives a more fulsome description.

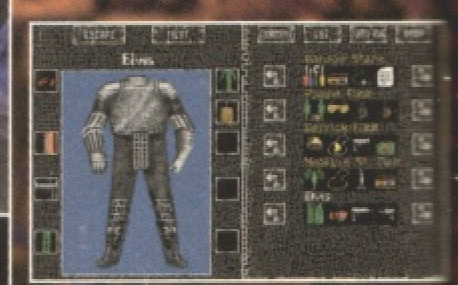
Now, as though it couldn't get more exciting, for some background. You are Ransom Stark, a freelancer living in Manhattan in the year 2094, who has, rather carelessly, been bitten by a vampire. Fortunately, an old chum has kitted you out with a neural implant to counteract a cyber disease you caught while netsurfing. As you do. This has the effect of slowing down your 'vampiric transformation' if you will — but for how long? And I think it's worth noting at this point that I have seen sillier plots, but only at the Broadmoor Hospital Allotments Annual Show and gala.

The aim of the game is to seek a cure for your affliction before the transformation is complete, and find love and eternal happiness. Of course, whether you find the cure is all up to how smart you are.

Left: Cyberspace, the final frontier. Cyberspace can only be entered if you have a deck and access to a computer with a Cyberspace port. Although the graphics are lush, the animation is what makes it, as the various shapes twist and morph. The Buddha is F.A.T.S. (file access table system) and provides your link to all the cyber locations.

Above: The city is traversed by subway, using a vast, glorious map of which you can here see a portion. Each of the red triangles is a sub-station with a selection of addresses, or a note telling you that you don't know anyone in this neighbourhood. Well, so much for tourism, eh?

Left: The red bar on the interface menu is your bloodlust indicator. If it reaches the top you'll bite someone, maybe eating one of your party, so it's best to plan ahead. Eating a friend means some of the others bugger off and it's recruitment time. Again. If innocents are bitten, your humanity indicator, the green bar, decreases at a faster rate.

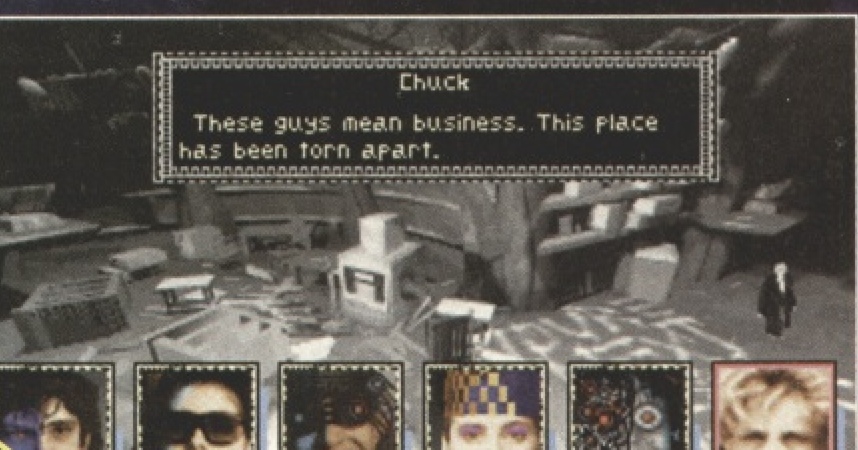


Above: I just couldn't resist the lure of all that lovely cyber-ware. You need to find a doctor willing to fit it, and cash. Lots of cash. Objects are easy to manipulate between characters; simply point and click. The jury-rig option allows you to assemble or disassemble objects, dependant on the components in your collective inventories.

Below: Oops, I forgot to keep an eye on the time, and the corporation ICE (security) caught up with me. The octopus-like creature is a cage, and it looks like my bacon's cooked. Later in the game, you find a key allowing you to escape from these foul traps. Freedom to the people.



Above: I've gotten into a bit of a ruck. Combat can be computer-controlled using the quick option, or handled personally. You also get options to bite or retreat. Biting people to death is cool, but retreat? That's for wimps. War, it's never been so much fun.

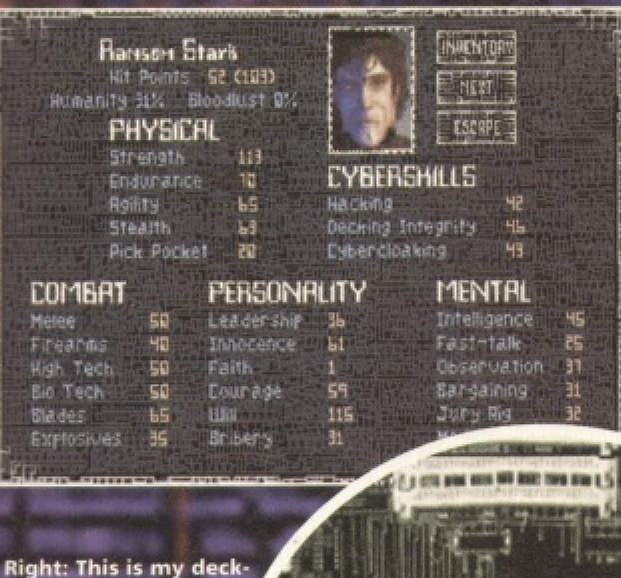


Left: These are the cameos for my illustrious party. Every now and then, they give you nuggets of information that can help you. I really like the way the background fades to grey during conversation to focus you, and the cameos are gorgeous, though some tend towards the bizarre.



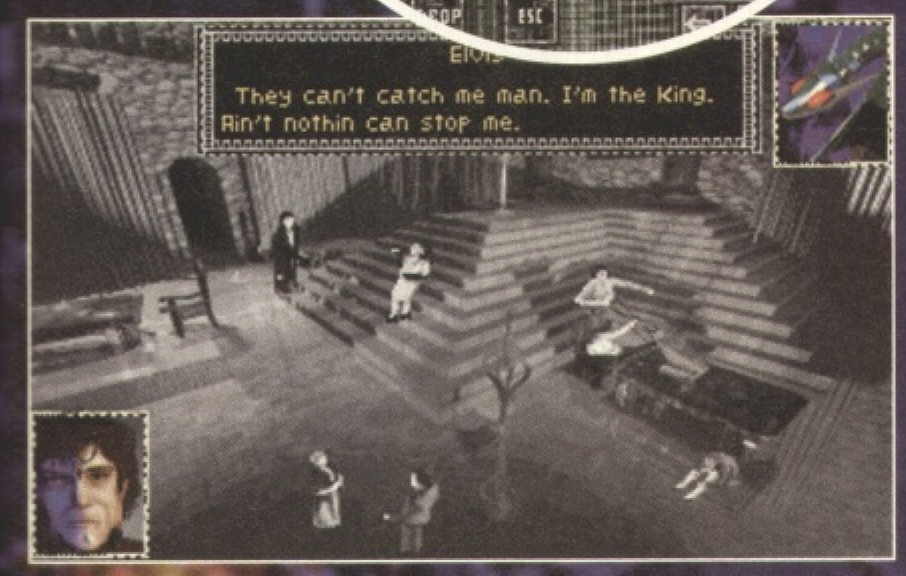
Below: It's my neural implant talking to me; so you see, I'm not a schizophrenic after all, doctor. The implant warns you if your actions are causing the humanity indicator to reach dangerous levels. Once this bar is empty, you're a vampire and it's game over.





Left: Not a pretty sight, huh? Your abilities only rise as they are used, which seems pretty logical to me. Why are there so many statistics, though? To appeal to the role-playing purist, I guess. I prefer the game mechanics to be invisible, with simple bar indicators and fewer skills. Easier to get my head around, you know.

Right: This is my decking unit. For the deck to function, you need memory, a looker chip and a soul box. Of course, if you want to hide from the filthy corporation scumbags, a cloak is a good idea too. Each of these items are available at varying levels of efficiency.



Above: Here I'm using the dialogue replay function, accessed via your hand-held computer. This is excellent for checking the exact wording of any past conversation, as some of the clues or passwords may not be apparent until you have more information. I'm talking to Elvis, and he's been hiding in the net all along. Shucks.

THE VERDICT

BloodNet should have 'hard drive only' written in big red letters across the front of the box. I suffered 28 disk swaps to reach the game, and it's not much better if you skip the intro. Examining an object means disk swaps, talking means disk swaps and switching locations means (yep, you've guessed it) disk swaps. Let's face it, it's just not playable from floppy. Shame on you, Gametek, for suggesting, even if only by omission, that it is. Even worse, it will load from floppy onto a standard 2Mb A1200, but you need more if playing from a hard disk. If you don't have an expanded machine, deduct... ooh, 84 percent off the score. The graphics are excellent, with a rendered 3D look, but although the animation is smooth, movement is repetitive. There is no sprite scaling on your hero, which occasionally leads to strange effects. The music is atmospheric though, but the loops are too short and after a few hours they start to grind. The game is littered with objects which seem to serve no purpose, but thankfully the manual gives a full run-down on anything you're likely to find — so lots of flipping back and forth between pages is necessary. So has it got anything going for it at all? Well, one of the innovative ideas in **BloodNet** is the dialogue replay, although even that can get unwieldy as the game progresses. The AI system is great, though, with party characters volunteering for jobs, offering opinions and reacting to your actions. It's the best implementation of this idea I've seen. If you've never used the Internet, some of the puzzles and techie-talk may leave you bewildered. There are many sub-quests which earn you money, equipment or lend a helping hand, and this prevents you getting that old linear feeling; a fault of many other games of this genre. Overall, I liked this game a lot, and if you have the necessary hardware (one for game-starved A4000 owners), like adventure games, and are familiar with cyber-speak, buy it.

A500/600

Publisher: Gametek
Developer: In-house

£34.99 Out Now

Hard Disk Installable

Mouse/keyboard

Memory 2Mb | Disks 12

GRAPHICS 90%

SOUND 88%

PLAYABILITY 85%

LASTABILITY 85%

OVERALL 84%

A1200 **CD32**

Although it'll never see the light of day on the A5/600, a CD32 version will be rising from the dead in February. Priced £29.99, if that's any help.



THE MISADVENTURES OF FLINK

CD32 owners have hundreds of games to choose from, but at last there's a decent CD32-only effort. Or so Andy Nuttall reckons. And it's from Psygnosis, maker of Microcosm. Blimey.

Wainwright, as Harry so rightly pointed out on the 'Contents' page, was a writer. He wrote books about walking in the Pennines, and he was generally considered by old people to be 'quite interesting'. He was, also, somewhat revered by 'comic' Mike Harding, also a keen walker, who again is popular with the more wrinkled among us. The simple fact that most of you reading this have probably never heard of Wainwright, and I wouldn't blame you if you thought I was a bit of a prat for going on about it, because it's actually got nothing to do with *The Mis-Adventures of Flink*. There is a Wainwright in *Flink*, but it's a completely different one. (For the love of Mike will you get on with it, Andy, you arse — Everyone, including the readers.).

The 'evil' Wainwright (rather interestingly, the name 'Wainwright' means someone who makes wagons — Harry.) is the destroyer of childhoods, the wicked wizard of the West, who captured the four rulers of *Imagica* (traces of Clive Barker, perhaps?) to take control of the land. To keep them safely locked up, he banished them into each of four crystals (a touch of *Superman*, maybe?) which he spirited away throughout the land. But, hey, that's just the storyline, (and a touch of hogwash maybe — Harry.).

Naturally, the elders of Imagica picked on the nerdiest, geekiest apprentice Wizard they could find to search out the crystals, and, equally naturally, that's you. The land of Imagica is simply a platformer, with superlative graphics, which means that lots of jumping, running and climbing of vines has to be performed. But now and again there are impassable obstacles requiring a dab-hand at the old spells to solve.

Because you're an apprentice, you haven't become completely conversant with the ways of the spell-maker yet, and the powerful stuff which you need to get through the game are made by trial and error. You discover scrolls, which give you one of the three required ingredients, in plenty of time for the actual deed, but the mixing and matching aspect is rather fun — especially the results when the spells go wrong! As we speak I've got rather far with *Flink*, and I've got a distinct urge to go and play some more — if only to see more of the blinding visuals. But there's a certain something which is preventing my progress. Shall we see what it is?

One of the most unpleasant aspects of *Flink* is the 'blind jump'. Affecting platformers since the dawn of time, it happens when you're faced with a large hole in the ground, and you don't know whether to jump down it or not — because it could be a shallow pit, or it could be a bottomless drop, which instantly kills you.



Left: The helicopter man's a bit of a git, because he floats around just out of your reach, dropping small gremlins on your head. If you stun one, you can throw it at the bloke, knocking him off his chopper. And then if you grab on yourself, you'll float away instead. Great!



Each time you kill a baddy, he releases a small amount of magic, in a will-o'-the-wisp form, which you can pick up. If you then touch another baddy, all your magic is released — but you can pick it up again if you're quick. If you have no magic, and you touch something unpleasant, it's goodbye world.



Areas like this one above aren't always reachable straight away. If you find one, note down its position, and then if you get a spell such as Grow, or something, go back later on and see if it works. You never know, there could be something crucial hidden up there.



The end-of-level baddies are nothing short of stunning. This first one, a gorilla, not only walks about on his sharp stilts but jumps up and down, creating a disturbing screen shudder each time he lands. And all his joints and moves are really nicely animated. Cor.



One of the first puzzles, or at least diversions, you come across is this simple see-saw affair. A rock, a see-saw, and a high platform to reach. Hmmm, I wonder what I should do now? Check out the tree, too — it, and all the others like it, look brilliant, although they don't do anything.

WHOEVER SMELLS IT...

Spells play an important part in *Flink*, offering you the chance to get out of particularly sticky situations by using magic. Scrolls give you one-third of the recipe, along with a possible choice for the other two ingredients, you need to decide their order by yourself. For example, for the first spell, the feather is first, but then the silver ring and the leaf could go either way. Get it wrong, and the spell might explode in your face, just like those old *Tom and Jerry* 'toons. Assuming you get it right, though, all manner of effects can be yours for the casting...



SPIRIT BOMB Sends magic energy bombs towards your enemies

PLATFORM Hmmm, a platform. I wonder what this does?

DUST DEVIL Whips up a dusty, er, wind, killing all nasties on-screen.

GHOST If ghosts are what you're looking for, er, this is one.

LIGHTNING Create an instant thunderstorm — look out below!

QUICK GROW Stand on a leaf, and cast this spell to rise up high

DEMON SPELL Summons up a helpful demon, but uses lots of magic energy

SHRINK Makes Flink small enough to enter a special secret zone!

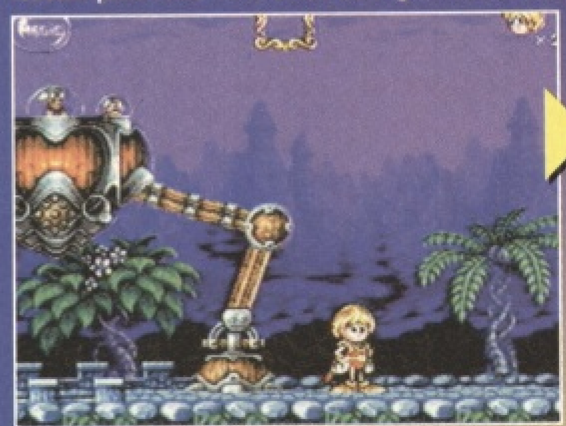
The little minecart which Flink rides in the cunningly-entitled 'Minecart level' is taken straight out of Indiana Jones. But we'll overlook this, though, because it's nice. And cute.

If there aren't any rocks around to throw at your enemies, try to pick up an object lying nearby. Like this chest, in fact. And if there are no chests, you could always stun your enemy himself, and then pick him up and throw him!

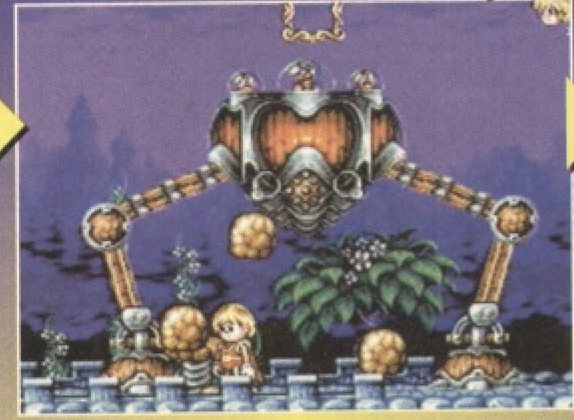
Of course, because you've visited one location, it doesn't mean that you can't return there. Many of the levels, especially later on, contain areas which can only be visited using special spells, such as the Shrink spell. The catch is, Shrink can only be found later on in the game! So if you find an unusual spell, think back to those parts that you couldn't reach, and go back to them.

BAD TO THE BONE

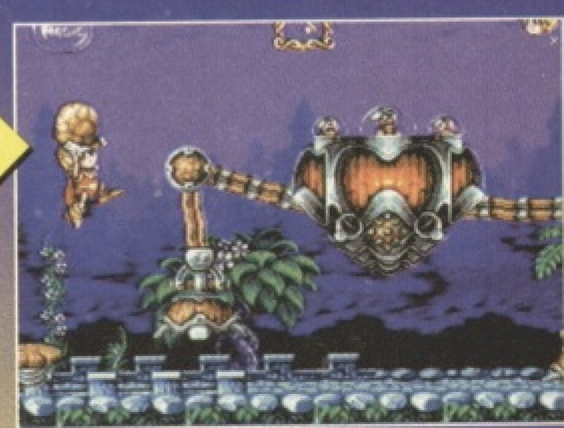
Each of Flink's worlds is completed by finishing off the end-of-level baddy. They're all different, but each cunning in its own special way. This one, positioned — if I remember correctly — at the end of the Forest World, is particularly so, and therefore I would like to present the Nuttall patented method of 'doing him in'. I thankyou.



As the screen steadily scrolls from left to right, the baddy marches on from the left at great speed. Run, Flink, run!



Now and again, the scrolling stops, the screen shudders, and a ton of rocks falls from the heavens. Run again!



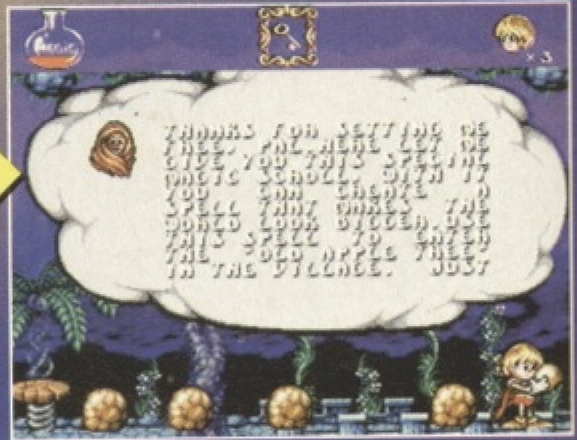
A-ha! Fooled you. If you don't run, and instead pick up a rock, you can use a conveniently-positioned spring to get a lift...



...Throw it as hard as you can (not forgetting to cover your eyes — these monsters are, after all, damned ugly). Repeat twice more, and...



...Bingo! Down in, er, three. It takes a bit of practice, but as long as you keep avoiding the rocks, then you get an unlimited amount of time.



And then, of course, you get a big bag of thanks (and a decent magic scroll) from some tart in a shawl. Grrr.



Right: This rather excellent level crops up near the beginning of the game. It differs from the usual platform-style scenarios, because the landscape scrolls by at a steady rate. You not only have to keep up with it, jumping in and out of the water, but also avoid the rather nasty *Space Harrier*-type monsters that fly 'out' of the screen.





The mix and match nature of the spells becomes even more complicated when you've collected lots of ingredients. Try to makes sense of this lot!

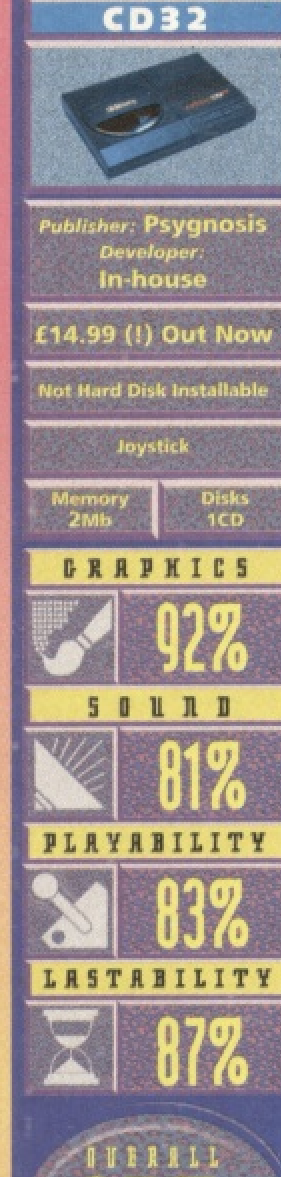
Circle: The Metaphysical level contains some of the most beautiful graphics. The faces in the platforms are incredible, while the monster heads are also rather well animated. Trouble is, this is one of the later levels, so it's pretty damned hard. I got killed directly after this, in fact.

The thief character appears early on. His whole aim in life is to steal things from foolhardy travellers, carrying oodles of goodies and magic. When he sees you, he'll run quickly towards you, arms outstretched, and grab your gear — but a quick bounce on the bonce will put paid to him.

THE VERDICT

To get the only real bad point of **Flink** out of the way first, I'd like to say that any adventure, RPG or generally long game which has no facility to save, or a simple password routine, is utterly arse. **Flink**, has no such option, and so while playing through the game is an absolute joy, dying and having to return to the beginning each time soon becomes tedious. Fortunately, you do get up to five 'continues', which means that for five complete deaths you can simply return to the beginning of the current level. Great, but the absence of passwords does mar what could have been a classic game; because everything else it does, it does very, very well. Gorgeous foreground graphics scroll smoothly over darkened equally-smooth backgrounds; huge, cute sprites, superbly animated, and... well, the music's not actually all that good. But it is CD-quality, obv., so you can boast to your friends about it. But it's all a bit 'fol-de-rol' for me, if you know what I mean. The gameplay, while rather slow, is actually all the better for that, because the whole game becomes quite thoughtful, and prevents you from rushing headlong into traps and wandering fiends by cleverly-designed levels. Mind you, the programmers have proved that it was possible to shift Flink around at a fast rate, because there's a special move for sliding down hills — a kind of bottom-toboggan, if you will, spilling any enemies that might be lurking at the bottom of the slope. They just chose not to, probably. **Flink**'s a really difficult game to categorise, owing quite a lot to platformers like **Lionheart**, but then taking spell-mixing and casting from RPGs like **Eye of the Beholder**. The spells are my favourite bit, incidentally, and a save routine would have come in pretty handy for them. So to sum-up, apart from the incredibly eye-catching graphics **Flink** is not an instantly gripping game, but stick with it awhile and you'll discover a great adventure.

CD32



Publisher: Psygnosis
Developer: In-house

£14.99 (!) Out Now

Not Hard Disk Installable

Joystick

Memory 2Mb | Disks 1CD

GRAPHICS 92%

SOUND 81%

PLAYABILITY 83%

LASTABILITY 87%

OVERALL 87%

A5/600
A1200

Psygnosis isn't sure if an A1200 version is a good idea, yet — but it's having a think, and it will get back to you. But I'm afraid an A5/600 game is out of the question.

● STOP PRESS ●

Believe it or not, in an exclusive deal with Future Zone, Psygnosis has managed to market *Flink* at the stupendously low price of £14.99! God preserve us and save us — it doesn't make the game that much better, but by goodness it's got a couple of extra percent for that little offer. Get down to the Zone now and buy one, or forever burn in the pits of hell. We've got two, so we're safe. Are you?



VOYAGES OF DISCOVERY

Surprise, surprise it's a game with something vaguely historical in it, so clever readers will be able to guess which lucky bear gets to review it. That's right, Tudors 'n' Stuarts, fans, 'tis that nice Mister Harry Attrill. Sed, gaude plebs redemptionis!

Stone me proverbials if *Voyages of Discovery* isn't a game with great galleons of sailing in it, and (and this is the crucial bit) bags of land to discover, conquer, pillage and/or exploit. The fact is, you couldn't have knocked me down with a feather unless it was still attached to an enraged ostrich.

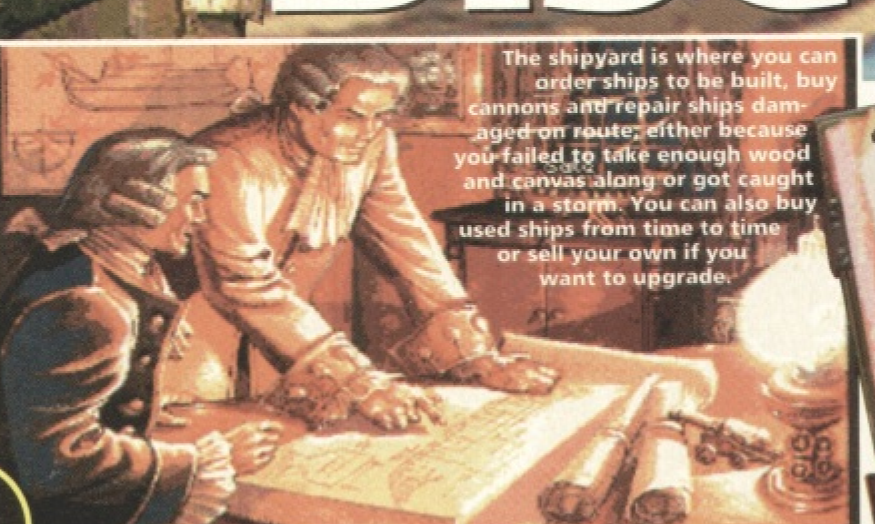
Thankfully, unlike many of the more, ahem, strategic games appearing lately, *Voyages* can be played from floppy, and even recognises a second disk drive — the clever little darling! *VoD* is a multi-player affair allowing up to four gamesters to join in, taking their turns just like good boys with a board-based RPG. Alternatively (right on), of course, lonely sods can battle it out against a higher cyber-being. Failing that, your Amiga will do. Thou commenceth, my child, with a bag or two of gold, a single ship, and frankly, a rather unhealthy desire to forge an empire.

Each turn in the game equates to one year, and there's no time limit, so you can plan and scheme at leisure. You may wish to choose one of five historic characters, — Captain Cook, Christopher Columbus etc — but as the game does little more than doff a silly Elizabethan hat in the general direction of historical accuracy, there b'aint much point in pretending to be one of your real explorers my dears, as you won't be discovering Australia, or getting a spear or two up you on Christmas Island. 'Tis handy, and what's more 'tis natural, to be able to change the character's names to your very own, or indeed anything rude that you might find amusing. While we're on the subject of accuracy, the geography is completely made-up as well. Presumably so geography fans will not have an unfair advantage.

Now then, before setting sail you'll need to be loading your ship with supplies and hiring a crew. Don't forget them sparkly trinkets, fellow lubbers, as your average savage will sell you his country lock stock and barrel for a few cheap baubles. Mind you, just in case he doesn't appreciate costume jewellery, perhaps one might venture to suggest that you bring one or two marines and even some artillery along, you know, just for the voyage. So, just to re-cap, the story so far. Find some land. Trade with the natives, or nick their stuff. Then, once you've occupied a village or two, c'est time to cultivate your plantations, plan the size of your warehouses and establish trade routes.

Mais certainment, you also have to explore virgin territory to find more noble savages a-ripe for the pluckin', and suss the whereabouts of the competition, ready to plan votre assaults. As one progresses, one will be offered superior ships and weapons, though they will cost more money. The ultimate aim, though, is to wipe out all other imperial pretenders, commercially and militarily and reach the year 1789, the beginning of the glorious French revolution. Don't ask me why.

Ye Olde Roistering Piratical Cliché is where you hire your crew and army units. There's an old salt in the background, who can sometimes be bribed to give you military information about your enemies. You can also find pirates here who offer their ship and service, but I wouldn't really like to trust their sort, would you?


The shipyard is where you can order ships to be built, buy cannons and repair ships damaged on route, either because you failed to take enough wood and canvas along or got caught in a storm. You can also buy used ships from time to time or sell your own if you want to upgrade.

Christoph Columbus
Your office is in Sevilla

Cashbox: 12361 Doubloons
Loan limit: 5000 Doubloons
No loan taken...

Sevilla, 1597

List of colonies:
7 cities
2970 settlers
2 units
Warehouse capacity: 2456t
3 sugar plantations (42t)
3 tobacco plantations (42t)
3 cotton plantations (42t)
1 ore mine (10t)





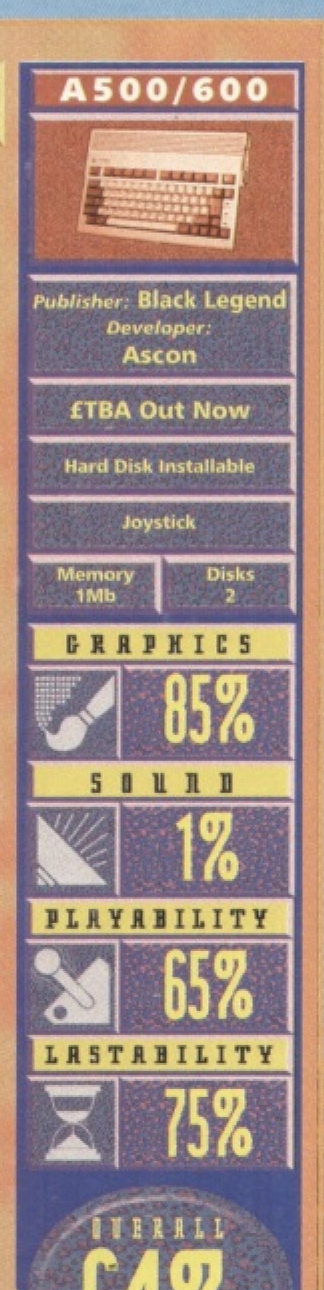
Right: This beauty is a Caravella, the ship you start out with. You can order more, with each taking two years to build. It needs a minimum of 6 crew members and can carry up to 100 tons of cargo. It's the cheapest available, with the smallest cargo hold.

Right: Here you can select between cavalry or infantry, each offering various ranks of expertise (at various levels of expense). This is also where you transfer your troops on and off your ships, and buy the artillery hardware units.

This is where you sell your trade goods and purchase wares such as food and drink for the sailors (no grog here, only water), canvas and wood to fix your ship whilst on route, and cannon balls (I could cue a smutty joke, but I'll resist).

Avoid this jolly looking cove, if at all possible, for he is thy bank manager. He'll give you a loan, but impound your ships if you fail to pay his annual interest rates. This is also where you transfer money between your office and your ships.

THE VERDICT



I rather liked this game, though it is the possessor of a number of irritating flaws. Playing from floppy is ponderous when readying your ship for the voyage, for many and various disk swapples are required if the different screens are to be accessed. Of course, if you have more than one disk drive, this problem is minimised. I also found selecting ships and towns awkward. The instructions tell you to double-click, but I went click crazy on many occasions and I'm telling you, it isn't that easy. I also found the fact that the overall map vanished from the side of the screen when my ship started moving a real bugger, as I had to keep going back to it to check I was still sailing in the right direction. You can still click around in the view screen to see where you are, but look folks, its so tedious. I also thought a pause could have been introduced between the movement of different ships. Many was the time I suddenly realised I'd used up my full quota of movements and was inadvertently moving the wrong ship, usually in completely the wrong direction. What larks! The sound was disappointing — there was none. Actually, I lie in my teeth, there's this nice ditty when the game first loads, but to coin a phrase, er... that's it! So, make a note, sound... crap. But soft, there are some good things. The graphics really are lovesome, and the animations quite, quite charming. Methinks much thought has gone into the mechanics of **VOD** to make it as 'realistic' rather than as accurate as possible, and happily, it shows. A ship's movements are reduced when it's damaged — and listen to this, agriculture fans: if two plantations of the same type are laid side by side the land is soon exhausted and production reduced! So careful planning is the order of the day. Overall, I could recommend this game to anyone who loves strategy games, but I suggest the rest of you buy **Civilization** if you haven't played this sort of thing before. Its much easier to get into.

A1200
CD32

We don't know, at this stage, if there are to be any other versions. But it's pretty unlikely. And, er, that's it.

KICK-OFF 3

EUROPEAN CHALLENGE

Another day, another dollar, another two football games. But these are different, for while they are merely updates of previously-released games, their makers are claiming that now they are 'completely different'. Andy Nuttall, for one, isn't convinced...

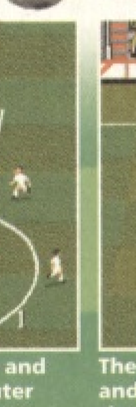
I'm sure you'd agree that when you've got a truly great name like *Kick Off 2* on your hands, it's not a great idea to release a sequel which is... well, half-arsed, and yet that's exactly what the first release of *Kick Off 3* was. It only worked with a two-button joystick (for those who've even seen such a thing, never mind actually own one) or a joypad, instantly cutting off a good proportion of the games-buying public.



The penalty shoot-out is some way short of exciting. One player, one goalie — which is how it should be — but a complete vacuum in place of an atmosphere.

There was very little sound to speak of, save for a few horribly crackly crowd samples and a 'whump' noise every time you punt the ball. The gameplay was, at best, shoddy, one of those type of games which rarely puts the player you need near the ball, and yet the computer appears to be able to place its players in remarkably good positions. Cheat.

With this release of *KO3*, though, Anco says it has sorted out any problems which may have afflicted the game, and banged in a few extra niceties, like the 'European' angle, just to add to the impression that you're getting something different for your money. There's new sound, too, which apparently packs the memory solid with great footballing chants and sundry sound effects. But the best of all, the one-button joystick option, which now enables us lesser mortals (those without money to burn on a two-button affair which you can only use on a handful of games) to play the game. But that, of course, is on paper. Like these words.





Typically, while the animations and sound are excellent, the computer intelligence is lacking. Here I'm attacking (with 'Fowlor', an 'amusing' parody of Liverpool's Robbie) and yet take a peek at the Leeds right-right back — he's running away from the goal!



The fouls are good two-feet-in stuff, and they're great graphically, too. But there's always a bad side, and here it's that there's always a second (or so) between the foul being committed and the whistle blowing. Okay in real-life, but not in this game.

THE VERDICT

What's so 'different' about this, then? To all intents and purposes **Kick Off 3 Euro Challenge** is the same as its predecessor, save for a few tweaks and additional niceties which, some would say, should have been included in the original release. It now works with a one-button joystick — generous to a fault, these programmer-types — which means I could at least review it without having to go and borrow a joypad from our console-related sister magazine. Honestly, there's nothing more degrading. The sound is equally appealing, with the mysterious Wigan Athletic-esque silent crowd of the original **Kick Off 3** now replaced with a chanting, singing bunch of footy fans. But the gameplay... well, I can honestly say that if I never saw **Kick Off 3 Euro** again, it would be too soon. You see, the fundamental problems with the gameplay are still hanging around in force. The players supposedly under your control take free kicks and throw-ins for you if you wait too long, the goalie very rarely enables you to do anything other than punt the ball way upfield, the huge circles surrounding the chosen player means that you can't see the position of his legs, the player which the computer selects for you to control is almost never the one you want, it's near-impossible to score from a top-down diagonal, but you'll get very good odds for scoring from below... phew! The list of 'wrong' things about **Kick Off 3 Euro** is very, very long indeed, while the few good things about it — nice animation, good crowd sound effects, and, er, that's it — can be counted on... um, two fingers. But at the end of the day, as we correctly predicted with the original **Kick Off 3**, you'll go out and buy it in droves. And that's the real tragedy.

A1200

Publisher: Anco
Developer: In-house

£29.99 Out Now

Not Hard Disk Installable

Joystick/Joypad

Memory 2Mb | Disks 3

GRAPHICS	80%
SOUND	82%
PLAYABILITY	67%
LASTABILITY	65%
OVERALL	64%

CD32 **A5/600**

You can 'look forward' to an A500/600 version of *Kick Off 3 Euro*, but only in the opposite sense to 'looking backward'. Never, ever be under the impression that it will be a good game.



ON THE BALL
LEAGUE EDITION

Way back in September, Matt Broughton managed a World Cup side with Daze's On The Ball. Watch him now as he does much the same, only with league teams. Er... quite remarkable!

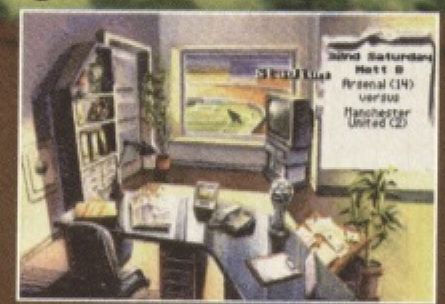
I can't think of anything to write for this *OTB* intro. I mean what more is there to be said about football management games? Harry has suggested that I write something about Valentine's Day just to keep things topical; Andy leans rather heavily towards the 'Balls gag' potential within the game's title (but then he would because he's not funny) while Jo is just damned attractive in a small pixie-sh type way. With silver space shoes, obviously.

I, myself, er... dunno. T'would seem (in case you haven't noticed) that I've been reduced to participating in that well known journalistic activity known simply as 'talking crap' in the desperate hope that in a minute I'll look up at my screen and be happily surprised to find that I've written enough to just make my apologies and move on without further ado to the verdict.

Damn. Only one-hundred-and twenty-eight words so far (and you'll notice that I even resorted to spelling out one-hundred-and-twenty-eight, as opposed to simply writing 128. And then went back and talked about how I'd done it!) Sad, isn't it.

Perhaps you'd like to know about my family. No? Er, well what about my cat, Pookie? You see, there really is a complete lack of substance to this intro all together. (What about telling the readers about the game, Mr No Brain? — Harry).

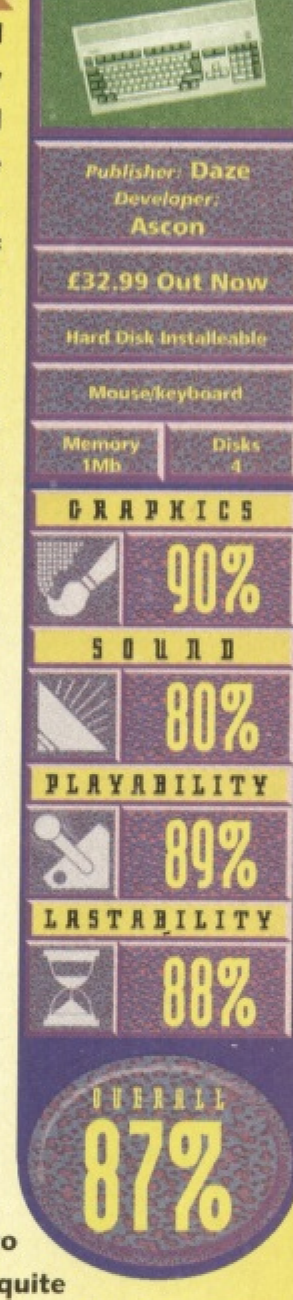
Well, not a bad idea in itself, Hazza, but of course everyone knows that you basically have to take the team of your choice through the league, participating in the various league and cup games along the way. You can certainly shuffle players about, either within your team or by selling and buying players on the transfer market, but other than that, it's all standard footy management fare. (But that doesn't matter Matt, because if you have a quick word count, I think you'll be happy to find that you can stop wibbling now — Harry.). Hurrah! You're absolutely right. (Yes. And you're absolutely crap, Matt! — Andy).



My, what a loverly office I've got. As with the World Cup version, from here I can make team selections, change tactics, view my stadium, read the papers, and delve in to the not-insubstantial statistics pool. I can also make a nice cup of tea.

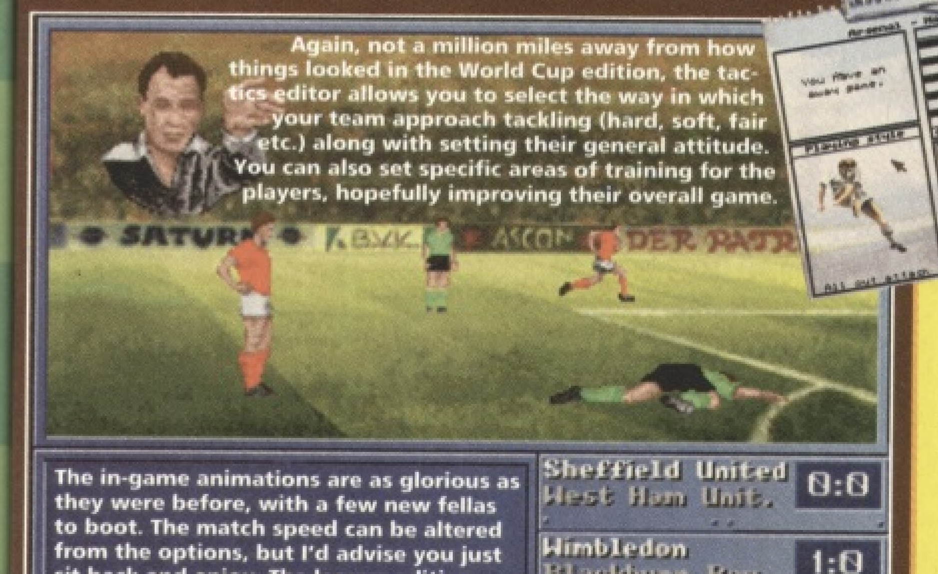
THE VERDICT

When you first load **On The Ball League Edition**, things are instantly familiar. This is probably a good thing if you just want more of the same only with your league teams in, but might leave you with a touch of the old deja vu if you wanted a few more tweaks. The presentation has changed slightly, but remains much the same, with the tactics, team selections, and statistic manipulation all tres familiar. The in-game animations appear to have grown a few more outcomes, and I still find myself more than happy to sit through ever game on the slowest setting simply because the game is selective about what it shows you. You've now lost the 'deep personality' element that was so prominent in the WC edition, no longer being able to indulge in team or individual player conversations. This takes a bit of the human interaction away, but frees you up to concentrate on the footy. Being able to develop your home ground is a nice addition, and though not quite as detailed as **Premier Manager 3**, does go some way to making you feel quite 'homely'. The money side of things is realistically set, and though I played as Man United (i.e. not exactly a team in need of too many transfers right now) I still found the whole system both interesting and user-friendly. I can't score this version as highly as I did with the first game simply because the WC edition was a revelation. This, however, is, and though still clever, is more of a data package than a sequel or alternative. if I had to choose between owning the league or cup version, I'd have to go for the World Cup offering.



CD32 **A5/600**

A standard Amiga version is available at £29.99, only suffering fewer colours, reduced music, and the obvious decrease in memory-stored data. You also get five disks which, fortunately, are still HD installable. Otherwise it's disk swapping a-go-go, I'm afraid.



Again, not a million miles away from how things looked in the World Cup edition, the tactics editor allows you to select the way in which your team approach tackling (hard, soft, fair etc.) along with setting their general attitude. You can also set specific areas of training for the players, hopefully improving their overall game.

The in-game animations are as glorious as they were before, with a few new fellas to boot. The match speed can be altered from the options, but I'd advise you just sit back and enjoy. The league edition also gives you the scores for other games going on that directly affect your league position. Handy, eh?

Sheffield United West Ham Unit.	0:0
Wimbledon Blackburn Rov.	1:0
Aston Villa Leeds United	0:0

Throughout all of the levels there are various switches to push, pull and stand on. Often you'll need to collect specific objects before, say, a stairway will appear, though you can guarantee that they'll be strategically positioned up some troll's bottom or something equally inaccessible. Here in the Temple of Water many of the rooms are initially submerged. Fortunately, by standing on the correct pressure switch, a little plug opens up and drains said H_2O away for your pleasures. Hurrah!



You'll probably notice that quite a few of the shots shown here are taken from the first two levels. There's a reason for this, and it's quite simply because they're the better ones in the game. Here, in the second level, you even get to pop into the local for a few beers and a chat with your mates. Rather predictably, on my first visit I kept accepting drinks until I collapsed and lost a life, but you'll be glad to know that I later returned and put poison into the supplies downstairs, thus killing everyone. Hah! That'll teach 'em!

DRAGONS

"Look!" shouted Grimflare the hoglin, "The dragons are upon us! There's only one warrior brave enough to use his scroll repeatedly! Call for Sir Mattford B the flange-tribbler!" And indeed, they did...

Slimflot the Mucus Troll was not a happy chap. Smashing the door open with his double-headed death axe, he roared violently until his nose bled. "NO!" he managed to shout in-between two particularly nasty floods of snot and blood, "NO! This will not do!" His small dongle-flumed cat, Brian, cowered in the corner, as his mighty master grabbed the table and threw it into the fire, where it knocked over a rather nice chicken curry that had been on the brew for several weeks.

"Jutht whath goin on 'ere fen?" Shouted the somewhat grotesque Plinbflot, Slimflot's mother, as she stuffed yet another pair of lop-eared rabbits into her not-attractive mouth.

Plinbflit, Slimflot, plipplop, dribdrob... OH BUGGER! it's *On The Ball* all over again! I can't think of anything to write, I'm talking rubbish. mayday! MAYDAY!

I've no idea what's going on. When I was a Staff Writer, the words flew from my hands. When they invented the meaningless title of Reviews Editor (a clever ploy to stop me from leaving, if I'm not mistaken), again the drivel did pour from my pen. Now they've made me Deputy Editor and within seconds of the announcement I can't write for toffee! Oh well, if in doubt just write a straight intro. So, *Dragonstone*...

Considering Core has handled both *Heimdall 2* and *Darkmere* in recent months, they've got their fantasy stuff pretty much sorted now. You're a fairly basic RPG-ish guy (or gal, equal rights-fans) resplendent in cloth and leather, and sporting the latest in, er... big metal poke sticks (that's 'swords' to the layman — Harry.).

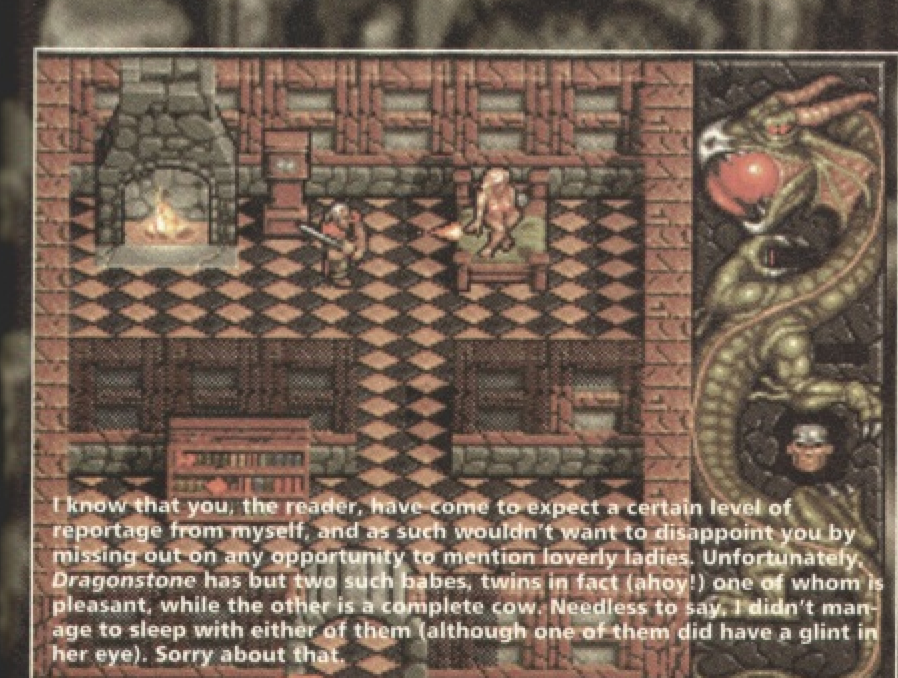
Your task is to basically have a good walk about helping the people that you meet, whilst engaging in a fair old bit of monster slaying. To start with, things are very Dizzy-like in that you'll meet someone who needs a bucket, and then you'll find a bucket, but the person who has the bucket wants a sandwich, and then you'll find a sandwich, etc. etc.

This swapping of irrelevant objects soon comes to an end, and as you increase in magical abilities (gradually gaining more control over the elements) you'll soon find yourself using scrolls more often that Bernard Manning has insulted someone. Let's stone!

Right: A simple inventory, but an inventory non the less. Well this is actually the "Interaction Screen" which, apart from being a big pocket, allows you to examine objects and scenery, use objects that you've collected, and talk to characters. Here I'm chatting to a bit of a hunkster whose head appears to be extremely large for his shoulders. Poor chap. The status panel top right shows my money, my sword power, my psychic bolt power-up speed, and my Psybolt strength. "There's a hole in my bucket..."



Right: Oo-er! I've gone all fizzy! Well actually I've just indulged in a bit of Stone Henge japery, as by standing between these rocks and invoking the powers of the earth (no doubt by using your scroll — Harry.) I'm transported off to a new part of the level. This is a particularly nice graphical effect, accompanied by a great sound effect, and something I'd actively encourage. Unlike smoking. Which isn't big or clever.



I know that you, the reader, have come to expect a certain level of reportage from myself, and as such wouldn't want to disappoint you by missing out on any opportunity to mention loverly ladies. Unfortunately, *Dragonstone* has but two such babes, twins in fact (ahoy!) one of whom is pleasant, while the other is a complete cow. Needless to say, I didn't manage to sleep with either of them (although one of them did have a glint in her eye). Sorry about that.

STONE

Here's the boulder I go on and on about in my Verdict. As previously mentioned, should you feel the need to 'Use Scroll' four times, you'll be rewarded with a feast of visuals, as the boulder first falls to the ground, then rises up again, then bursts into flames, and then goes out. Shame you didn't really have a lot to do with it really, isn't it? Still, er... nice entrance! As it were.

(Circle): Here in the fire temple things are a bit different, with fewer baddies to engage, but many more tests of timing. These fire-spitting pillars actually appear throughout the game, but here act as a sort of 'crossroad making bugger'. This leaves you dodging and weaving all over the place, while gobs of molten lava do their best to fly into your pants. Harry was particularly taken by the John Inman-like "ooh!" whenever you took one up the rear. (Are you sure about that last bit, Matt? — Andy.).



(Left and Right): Bloody hell! These look a bit dangerous, don't they. Fortunately, they're not! Two of the dragons that keep the dragons stones, these fearsome looking fellas are actually right wimps when it comes to fighting. Simply scamper repeatedly from left to right and back again while one spits at you, then pop up and smack it in the mouth six times before running away. At this point it will send two baddies after you, who, by running round in a big square, will follow you in an 'amusing' Benny Hill fashion until they expire. Then it's back to the left-right business until the afore-mentioned worm coughs up. Phew! That was tough. Not.

THE VERDICT

Dragonstone is a good game. No, **Dragonstone** is a VERY good game, it's just that the difficulty level seems to have been aimed at the younger player. There's nothing wrong with that, but at times the game is quite challenging as far as the arcade-ness goes, with some right gits to deal with, while the puzzle solving is just too easy. **Dragonstone**'s main failing is that by the time you've collected all four element spells on your scroll, whenever you come across some seemingly impassable area, you know that a quick 'Use Scroll' will more than likely sort you out. At one starting point you have to find a red orb to open a door. By using the power of the four winds you can blow a boulder off a cliff and into a hole underneath. By using the power of the earth you can then raise the boulder up to the surface. Use the power of fire to heat the boulder, and then use the power of water to cool it down again. Voila! One red globe. Unfortunately, all you actually have to do is 'Use Scroll', 'Use Scroll', 'Use Scroll' and, er... 'Use Scroll'. It might seem that I'm going on, but it really is just boring — you hit the space bar, you solve the problem. The first levels are easily the best, simply because your character has yet to collect all of his/her powers, and as such must rely upon more traditional puzzle solving. It seems that the moment you get a couple of spells on your scroll, the programmers have got all sort of lazy, just copping out with magic rather than logic. I managed to get through to the final level with only one 'continue' over the period of five hours, which worries me, because **Dragonstone** really ought to be more like **Heimdall 2**, bringing you back to complete the game chunk by chunk over a number of weeks. **Dragonstone** is by no means a poor game, and in fact sports many excellent features. It just lacks some imagination and longevity. Shame, eh?

A500/600



Publisher: Core
Developer: In-house

£29.99 Out Now

Not Hard Disk Installable

Joystick/Keyboard

Memory 1Mb | Disks 4

GRAPHICS

84%

SOUND

85%

PLAYABILITY

80%

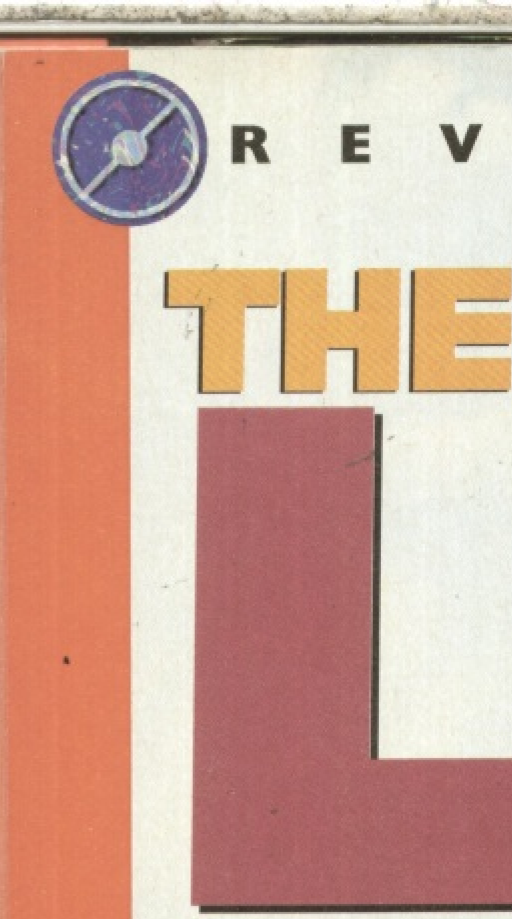
LASTABILITY

79%

OVERALL 79%

A1200 / CD32

There are no A1200 or CD32-specific versions planned, but a straight port on the CD32 will be available, er... about now in fact! Incidentally, a quick SNIP TIP: To complete Dragonstone, 'Use Scroll'. Doh! I've ruined it now.



THE LION KING



We really needed a Leo to write this one, so they could have, y'know, some like empathy with the subject matter, er... man. But since it's against the nature of the Leo male to do anything but lie in the sun and have a kip while girls do all the work, Andy Nuttall had to do it. Grrrrr...

Ladies and gentlemen, welcome to *The Lion King*, the Amiga conversion of the humungously successful Disney movie which received more hype than the most hyped thing you might find in a hyper market. In hyperspace. E' gad.

Just in case you've been locked in an airing-cupboard for a year or so, the game, and indeed the film, follows the life of young Simba — a lion cub whose dad is the King of Africa or something. Simba's the heir to the throne but he does a runner after Daddy gets wasted in a stampede, for which Simba blames himself but which was actually orchestrated by the King's scumbag brother, Scar.

From here it's a short, sharp trip into platform land, with you jumping into Simba's fur first as a wussified cub weakling, whose only defences are a bottom bounce and a mewling roar with which to stun the enemy, but developing pretty damn quickly into a fearsome creature with a big, bad mutha of a roar, ginormous leaps and a rather fine paw swipe.

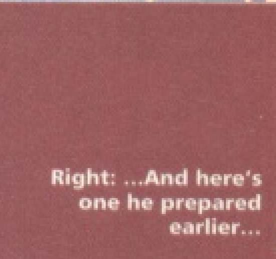
In true platform style, Simba's main weapon when he's a wee kittenish-type creature is his bottom. Bounce up and down on any foe, and let off a good ripper, and they disappear in a cloud of smoke.

There are hills and trees to be scaled, caves to explore, hazards to avoid, enemies a-plenty to waste: hyenas, green squidgy things, cheetahs and bats, and masses of pick-ups lying around to help you on your quest... blah-di blah-di blah...

You're given seven levels to negotiate, which lead Simba on his long hard journey around the circle of life taking our lad from the purity of naive innocence into the bitter-sweet struggle for adulthood... But enough of that — I don't want to come over all Shakespeare. Oh god, that would be awful, wouldn't it...?

Most other versions of this game have 12 levels, including two bonus levels in which you get to play one of Simba's pals, Pumbaa or Timon — which are even detailed in the Amiga manual. After searching for these in vain for a while, I eventually noticed a sticker on the box stating that these and three other levels have been left out due to lack of space. Now, that wouldn't have anything to do with the fact that Virgin wanted the game out before Christmas, now, would it?





Above: After four levels, Simba grows thick hair in unexpected places, packs his Enid Blyton books away, gives his action man to the local orphanage and finally leaves cub-dom for good. Once he reaches this mature state he's able to swipe away any underbrush which might be blocking his path.

GRRRR... OK LET'S ROCK!



Left: Luckily, our furry hero has God or some other helpful being on his side, who sends down the odd flash of lightening or a pretty potent thunderbolt every now and then...



Right: ...And here's one he prepared earlier...



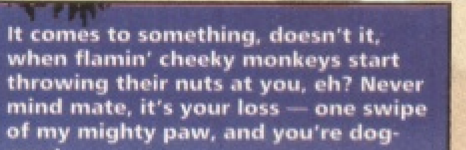
Above: On entering the Elephant Graveyard level our furry friend is immediately confronted with Whoopi Goldberg and A Friend cunningly disguised as hyenas. He must kill both of these before progressing in the level — no mean feat, but a bit of a roar to try and stun them, and then a few well-timed bum bounces (for good measure) eventually does the trick.

Circle: The stampede follows the scene from the film pretty closely, but it could have been better if you could have played Simba's father (the one played by James Earl Jones, I believe) lunging around, trying to save little Simba. Just a suggestion for a bit of variety.

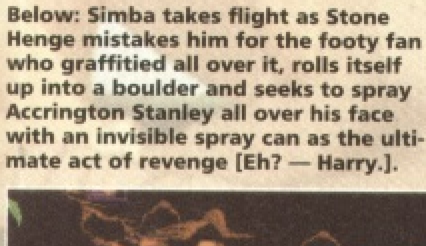


Left: Here Simba demonstrates that he truly is a master of disguise as he cunningly disguises himself as a lion cub hiding in a tree. Wow!

Above: "Look if you don't get out of my goddamn way I'm going to shout, shout and shout again... Grrrrrrrrr." Simba attempts to use his rather weak, pathetic voice to scare a bird. But fails.

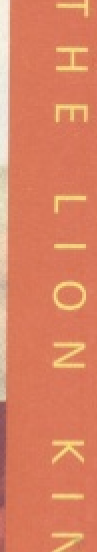


Below: Simba takes flight as Stone Henge mistakes him for the footy fan who graffitied all over it, rolls itself up into a boulder and seeks to spray Accrington Stanley all over his face with an invisible spray can as the ultimate act of revenge [Eh? — Harry.].



It comes to something, doesn't it, when flamin' cheeky monkeys start throwing their nuts at you, eh? Never mind mate, it's your loss — one swipe of my mighty paw, and you're dog-meat.





MAKE MINE A SLICE OF ELEPHANT PIE, BWANA!



No wonder Simba's looking smug — he's scaled up miles of sheer cliff face and reached the safety of the ledge without getting his backside burnt. Believe me, one whoosh of those huge pillars of fire up your, ah, rear passage is worse than the worst curry bottom you're ever likely to have.



Hang on for grim death in this sort of situation, and then jump up to the overhang opposite — but don't hang about too much because there's a bit of a volcano brewing below, just desperate to set your pants alight.



The Elephant Graveyard is packed full of pick-ups, including the likes of energy and health boosters, roar increasers, 1-UPs and a lucrative circle of life for a continue. Watch you don't jump on the wrong sort of beetle pick-up, though, because some of them have adverse effects.



These vultures pop up all over the place in the Elephant Graveyard, swooping annoyingly round your head and trying to peck your extremities — once more revert to your trusty backside, two direct hits with which results in ol' feather face losing his plumage, being rendered naked and so ducking out of the picture with embarrassment.



Below: Leave the youngster doing nothing for long enough and a luvverly butterfly comes fluttering past, which shows off the luvverly animation cos Simba turns round to gaze at it — no doubt earmarking it for lunch later on.



"It's no good crawling, Scar, you killed my dad, now I'm gonna do ya!"

As well as hordes of prime beef doing their best to stomp willy nilly on your brain, you also have to contend with the occasional rock in the stampede section, over which you must jump toot sweet to avoid major energy loss..





RUMBLE IN THE JUNGLE



Left: And here we can see the superior lion backs off from the oncoming threat, no doubt weighing up the opposition before he strikes... "Come on darlin', give us a kiss, you know you want it." "Look, just get off me right, I'm not interested... mummy, help me!"



Right: And here we see the dominant Leo taking on all comers and protecting his territory from intruders with a fearsome swipe from his mighty paws... "Ooh, ooh, more, more, whip me, whip me, call me names." "Look, just get away from me you weirdo, I'm not like that — gerrrroffffff!"

Left: "Oh go on then, just get it over with quickly, okay, and I want my taxi fare home afterwards..." (By the way, what is this adversary supposed to be — a panther? — Africa is just crawling with panthers. Not. Or is it a cheetah. Or a leopard. Come on, cat got your tongue? — Haz).

THE VERDICT

Oooh, pretty, pretty! This game's a bit of a stunner on the graphics front — the sprites are beautifully drawn and the backgrounds are varied from level to level, bold and brightly coloured. Combine this with smooth, cutesy animation and some of the superb film soundtrack perfectly recreated, and you've got the atmosphere of Disney evoked perfectly. The gameplay's not bad either — Simba's a dream to control, and the difficulty level on the platform sections is set about right. The stampede section, which has you running like the clappers towards the screen, avoiding rocks and the oncoming stampeding herd is a nice addition as well — it's simplistic stuff, but it makes a change. I do have a few gripes about the game, though — I really think the programmers could have added more characters from the film, such as Simba's girlfriend, his dad perhaps, that fuss-pot bird played by Rowan Atkinson, and certainly his mates from the wilderness, Timon and Pumbaa. Oh yes, I forgot, these last two are in the console versions of the game — where you could play them in the bonus levels. Which brings me nicely to my main gripe: why an earth were Amiga owners deprived of these bonus levels and three main levels? Virgin managed to get the game out so quickly, they didn't even bother changing the manual — and even had a screenshot of a nonexistent level on the box! Okay, fair enough it needed to be out at the top-selling time of year, but surely there are certain limits as far as sacrificing quality goes. Virgin should have lowered the price to make up for these lost levels — but sadly, no such hope: it's still £29.99. The Lion King is a quite good, but certainly not a great platformer; and following the excellent Aladdin, it seems like a bit of a weedy half-brother.

A1200

Publisher: Virgin
Developer: In-house

£29.99 Out Now

Not Hard Disk Installable

Joystick

Memory 2Mb | Disks 4

GRAPHICS 90%

SOUND 87%

PLAYABILITY 80%

LASTABILITY 76%

OVERALL 77%

CD32
A5/600

Neither of the other two versions of The Lion King look like appearing in the near future, if ever. If the A1200 one does well, Virgin may look at a CD32 version, but it's unlikely.



UPDATES...UPDATES...

There's a fair old bundle of CD32 updates to be addressed, not to mention a couple of, er... other things too. Matt Broughton falls over backwards with hilarious consequences. Because he's head over heels in love.



UFO 2 Caledonian Thistle 0.

UFO: ENEMY UNKNOWN

CD32 ● MicroProse ● £34.99

Anybody around a few months ago will know that I gave the A1200 version of *UFO: Enemy Unknown* an impressive 89 percent; a mark that was pretty much reflected by all of the Amiga mags. With a clever mixture of God-like strategy and Sabre Team/Laser Squad isometric action, it was one of the more absorbent, yet soft, tubes of software we saw last year. In it, you played the commander of an allied Earth force known as XComm. Cynics might be wondering how the various nations of our planet ever managed to be friends (*The One*, Unlikely Scenario No. 778), but I shall refer them once more to the title of the game, and remind them that when lots of green and purple people land on our rock, armed with nasty plans, and ingenious ways of scooping out humans to make alien canoes, it's likely that we'll kinda want to band together.

As the boss of planetary defences, it's down to you to set up a global link of bases, radar installations, interceptor craft and ground troops, all ready to be sent into battle at the drop of a hat (or even an amusingly shaped and slightly sweaty bandana). As you progress through the game, more and more technology becomes available to you, as returning troops bring amazing alien artifacts back for you to get your scientists to er... copy, really.

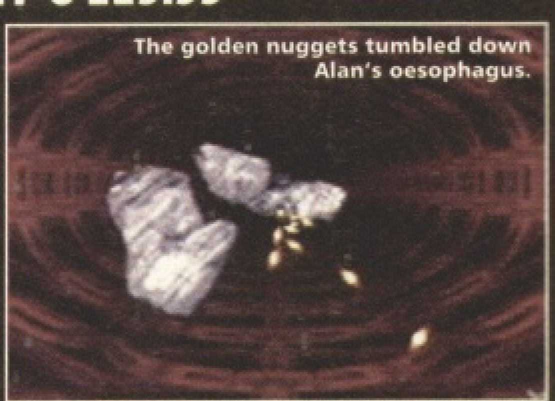
The CD32 version of *UFO* features an excellent animated intro, but otherwise remains identical to the original. You are limited to having only three bases on the planet, but that shouldn't be a problem, because very few people seem to bother with more than two or three anyway. The only real bummer with *UFO* on the CD32 is the fact that, what with it being the sort of game you're going to save and play over a number of months, you can't save any other CD32 games without wiping over your hard work. Still, a worthy purchase for those of you with the patience.

A nice grab. Packed full with information. Visually, however, it's a complete disaster.

OVERALL: 86%

SUPER STARDUST

CD32 ● Team 17 ● £29.99


The golden nuggets tumbled down Alan's oesophagus.

I like to think that I'm big enough to admit when I've been wrong, and considering that fact that I included *Stardust* in my 'Top of The Plops' from 1994 under the bold legend "A sluggish and clumsy *Asteroids*-clone hidden behind pretty graphics" you'd best cut me off an enormous slice of yonder humble pie, because I'm about to er... about turn completely, and tell you that I love it! Fortunately, I've never had to review any of the previous outings of *Stardust*, and that's probably why I've never bothered with more than the odd go (or ever given a crap mark to a good game for that matter!)

I've always considered *Stardust* to be a clever and attractive game, but one that has been overrated in every review, with each reviewer gasping at the brilliant visuals while missing the poor, flaky, weak, chewy bit in the middle that contains the game play. And then I received the CD32 version to review...

What can I say? I'm sure that a lot of my praise is due to the difference made to the playability by not only having almost instant access throughout the various levels and rounds, but to also have the seven buttons of the CD32's joypad at your disposal, not to mention the stonking level and tunnel music PLUS the soothingly ambient 'tunes' behind the bonus rounds, and, well, cwor! — I'm stunned.

Gone are those 'toe on the space bar' days, as instead you can configure each and every button on the pad to cope with thrust, fire, weapon selection, braking etc. not forgetting, life-lovers, those all-important shields.

If there was a criticism to be levelled at *Super Stardust*, it's that some of the later levels' backgrounds, though gorgeous in every way, do actually make it bloody impossible to see what's going on! Other than that, it's absolutely brilliant. No really.

I also can't leave this review without telling you about the superb rendered intro and cut scenes that accompany the game. Apart from suffering from a bit of 'blinking' after each major chunk of animation, the intro has to be one of the best bits of rendered animation I've seen, while the cut scenes after each end of level baddie are absolutely loverly. Sorry. I was wrong. Go and buy this now!

Oh, I nearly forgot, Harry wants me to mention the 'amusing' penguin which features in the intro and asks whether it has any significance, or whether Team 17 just nicked the idea of having a 'sinister little penguin' from *The Wrong Trousers*?

OVERALL: 91%


The pod-bay doors were covered in a fine film of redcurrant jelly.





THE CLUE

A500/600 ● Black Legend ● £25.99

One of my favourite games of last year, *The Clue*, is, quite simply, a game about nicking things. (Matt, have you seen my luncheon vouchers? — Andy.). You begin your life of crime as a small-time thief, breaking into ice-cream kiosks and delicatessens, and the idea is that gradually, if you are successful, you work your way up the hierarchy of London's criminal fraternity, recruiting more and more experienced accomplices to help on bigger and better ahem, 'projects'.

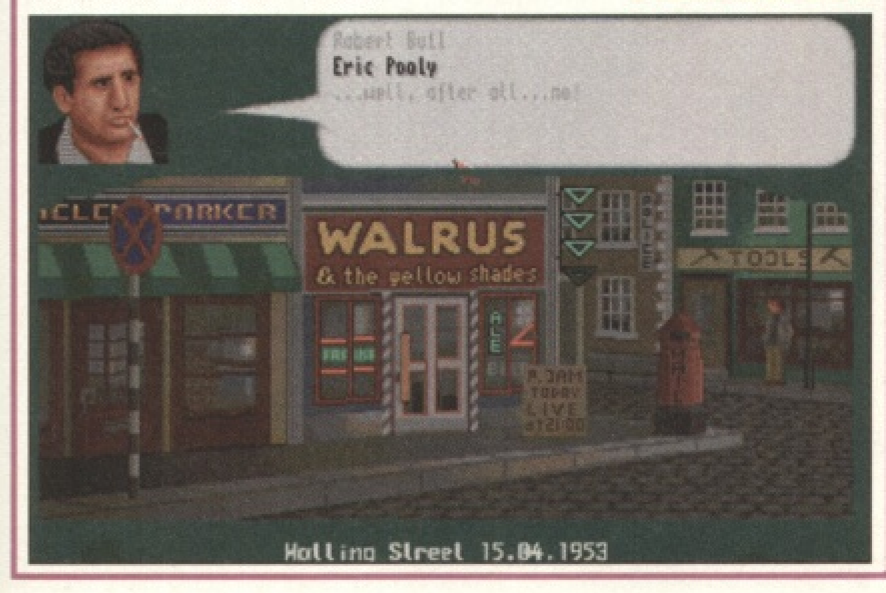
The game splits itself into two main game types; an adventure section where you spend time wandering between various locations making contacts and 'caging joints' (i.e. sitting outside buildings checking for guards and general patterns of activity) and an action/strategy section where you plan out each raid in real-time. (Matt are you sure you haven't seen them? I left them just on the desk here — Andy.). Once you've set up each heist, you can save the plan and recall it later when you want to do the biz.

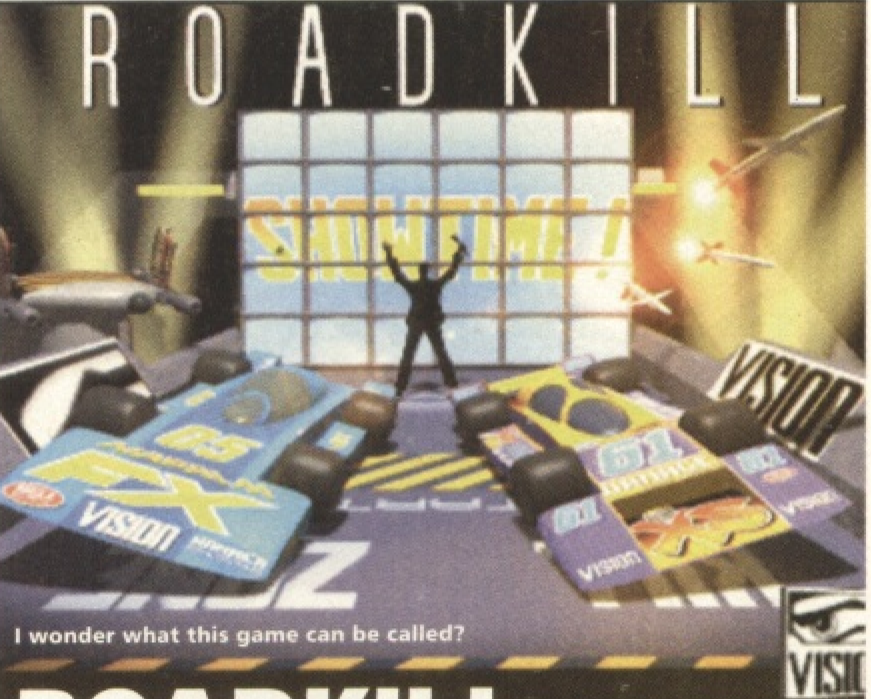
Along the way there are various sub-plots to become involved in, along with a rather stupid police inspector to foil. (Hey, Matt! Have you seen my wallet? I left it temptingly on your desk as part of my subtle plan to track down the Evil Luncheon Vouchers thief? — Andy). Some great toys are also on offer from a local supplies shop, allowing you to move up from simple glass cutters and hammers, to alarm disabling trickery and acetylene torches. Brill!

I won't go on about how much fun stealing things is, because last time I got into trouble with a real-life policeman (but we're mates now, so that's okay!) but unfortunately, er... it is! It sounds sick I know, but plotting, planning and executing slick operations all in the name of a couple of lobsters worth fifty quid is just very satisfying. (Matt! What's this in your pocket! Why, you light-fingered monkey you! — Andy).

This non-AGA version lacks the full colour graphics that the A1200 sported, but other than that, the game appears identical. All of the locations, tools, characters and musical scores are in there, and I have no hesitation in recommending this to you quite unconditionally. And Andy you arse-brained shepherdess, those are *my* luncheon vouchers! Yours are glued to your forehead so you won't forget them!

OVERALL: 88%





I wonder what this game can be called?

ROADKILL

A1200 ● Acid Software ● £29.99

Do you want the good news or the bad news? The good news? Okay... well, If you didn't see my review of the CD32 version of *Roadkill*, you won't be aware that I consider it one of the best racing games ever, with some of the most excellent sound effects and widdly-widdly guitar tracks seen, nay heard, in a game before. I was a bit worried that the game would lose a lot of its appeal if the A1200 version didn't contain all of the sonic stuff, but (and this is the good news bit in case you were wondering) it's all in there. Yes, from the sampled speech urging you to "Take his life" to the rip-roaring guitar every time you murder someone, they've somehow managed to cram it all onto three disks, along with the graphic effects (save the rendered-ish intro obv.), making this an absolute blinder. But...

Flip the coin and take a look at what I like to call 'The Bad News'. Right... imagine you're tearing around some of the most gittish race tracks ever seen in a computer game; you've just collected eight killer-homing missiles and an enemy car has overtaken you. What are you gonna' do? Well it's obvious isn't it, you fire off one of your rockets don't you? Ah, but how?

Yes, in what has to be one of the silliest moves of the year, Acid hasn't actually bothered to add any sort of firing method to the A1200 version, meaning that even though pushing the joystick forward, or pulling it back, aren't used during the game, to let off a missile you have to either press the space bar or the '0' on the numeric keypad (presumably with your toe or nose, or a big stick glued to your forehead). Why?!

This slightly half-arsed arrangement was actually even worse on the CD32 game, because if you chose to play with a joystick instead of the joypad, you couldn't fire at all! Not a bleeding sausage. Why on Earth the 'heads' at Acid didn't give you some further option with the A1200 controls, I'll never know. If you have a two button joystick, or a spare joypad, you can plug these into the A1200 and away you go. But, of course, if you had a CD32 joypad you'd probably have a CD32 to go with it, and therefore probably own got the CD32 game anyway! I'm just too confused to speak!

I played this at home in my bedroom, and considering the position of my Amiga relative to where I sit when I'm playing, there is no way I can ever fire my missiles, because the more complex tracks of the later levels' require total concentration. What can I say? I love this game, but thanks to a bit of silly programming laziness, can't award the same mark I did for the CD32 game. A bloody great shame and no mistakin'.



OVERALL: 83%

PREMIER MANAGER 3

A500/A600 ● Gremlin Interactive ● £25.99



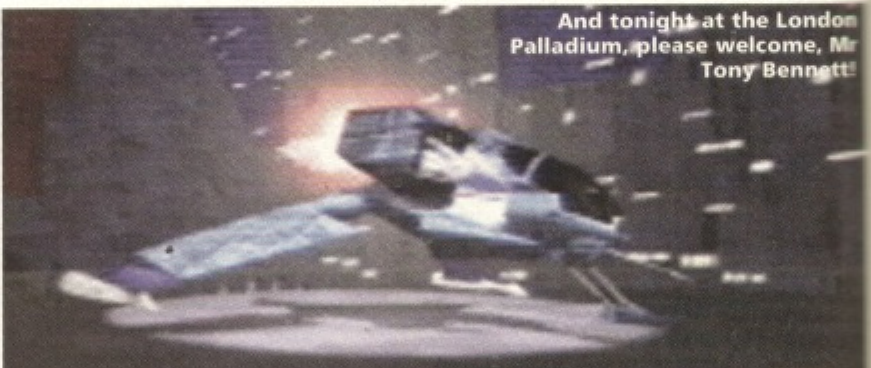
Satan oscillate my metallic sonatas. See, I told you it wouldn't work Mr. Clever Trousers! Pour soup in your turn-ups and do a handstand!

Satan oscillate my metallic sonatas. Hmm, weird huh? Well, that's what we thought too, until we found out that it was in fact a cryptic message left for me by my 'rather curious' father. We fed this information into the 'word computer' (i.e. Harry) and after a few minutes of chewing and burping noises, the wise sage advised us that it was in fact a palindrome. Similar to an aerodrome — but not quite — a palindrome is (for those just about to take a GCSE in 'The Useless Additional Elements Of The English Language') a word, phrase or sentence that reads the same backwards and forwards. Of course, the same can't be said for reading it upside-down, as we'll see a bit later on. Anyway, 124 words late I know, but what say we have a look at *Premier Manager 3*...

To be honest, there's not a lot to say about the A500/600 version of *PM3* (as experienced readers of waffly first paragraphs will no doubt already have elucidated, Matthew — Haz.), it's pretty much the same as the AGA version, apart from the graphics being a touch less attractive. I can't really say that this is a problem, because if you're the sort of person that enjoys playing football management games, there's not much point in getting all upset about a couple of colours here and there.

Premier Manager 3 is, like the previous two offerings, a comprehensive and detailed database of footy facts, and offers a good long-term challenge. I personally sway more gently in the breeze towards *On The Ball*, but then again, I'm not a real football nut and therefore enjoy the visual rewards of *OTB*.

OVERALL: 85%



And tonight at the London Palladium, please welcome, Mr Tony Bennett!

TOWER ASSAULT

CD32 ● Team 17 ● £29.99

Having recently won itself a healthy eighty six percent, *Tower Assault* is the most recent offering in the on-going *Alien Breed* series. Combining some of the better elements from the previous two games (and their respective special editions) along with some tried and tested adventure quirks, *Tower Assault* offers the player a less linear game, calling for exploration and mapping skills. Lawks!

Having recently seen some of the rendered graphics lined up for the CD version's intro, I was all ready to scream in your face about how wonderful it is, but for some reason Team 17 has decided to remove tons of the rendered stuff — in particular, some of the walking aliens that were rather super — and instead added tons of live action.

Though this is often considered quite a good thing in CD intros, Team 17 has made the classic blunder of using its own staff rather than 'actors'. This leads to an incredibly embarrassing 'home movie' affair, with wholesome Yorkshire lads with accents thicker than a Hovis loaf looking extremely out of place (That's because there's no pubs, no Pukka Pies, and very probably no gravy at all, in space — Harry.) and desperately trying to get away with lines like (and you'll need to pretend to be one of the cast of *Emmerdale* or Geoff Boycott) "Get yer arses down there, and kick some alien butt." Needless to say, it's all very cringe-worthy!

Other than that, the rendered ships and scenery are superb, although it does go on a bit and I'd be surprised if anyone ever bothered to watch the whole thing more than once, or twice (except Marcus Dyson's mum — Andy).

The game itself hasn't really changed much from the version originally reviewed, with the only apparent difference being one's use of the old joypad. Everything is now at your fingertips, with maps, weapon changes, briefing, and terminal log-ons all instantaneous. The one quibble I have is the way the Retreat Mode now works. In the standard version, if you were firing and you moved back, the retreat automatically kicked in, making it all very effective. Unfortunately, now you have to use one of the joypad buttons to toggle this mode on, making it less instinctive, less helpful and, depending on the situation, often a right pain in the bum. Or indeed, neck.

Other than that moan, it's all the same, though it has to be said that this is excellent value for money if you haven't got *Alien Breed 2*, because you also get that on the CD for FREE. Yes! Incredible isn't it? "Let's get it oorn!"

OVERALL: 86%



Certain nasty diseases can produce a burning sensation when urinating.

REPLAYS!

Have you ever felt the urge to send us your own reviews, so that we can fill two pages of the magazine every month — without having to do much work? Please don't bother, unless you want this sort of thing to happen.

DESERT STRIKE

Hit Squad £12.99

Here's the perfect example of a computer game cashing in on real-life events in order to sell more copies. Sub-titled 'Return to the Gulf', *Desert Strike* is a helicopter-based shoot-'em-up that pits you against some absurdly-named Middle Eastern tyrant who has taken over from a fallen dictator. Had the UN Forces managed to kick Saddam's butt properly in the first place, then returning wouldn't be necessary (unless, of course, you simply wanted to flick the Vs at some brain-washed peasants), but, sadly, this isn't the case.

Still, this pseudo real-life premise makes for a great computer game, and one that we awarded a whopping 93 percent on its original release. So the question is: has it managed to retain all of its gushing loveliness?

In a word, yes. Even though *Desert Strike* is over a year-and-a-half old, it's still one of the finest shoot-'em-ups available on the Amiga.

Whereas most blasters are merely reaction testers requiring little or no forward thinking, *Desert Strike* forces you to work out strategies in advance. Its four levels are split into several distinct missions, each with set goals (usually the destruction of key buildings or enemy weapons). Fuel and ammo are strictly limited, so deciding your priorities is all-important. Extra supplies can be picked up along the way, but making them last is another thing altogether. Run out of ammunition and you're a sitting duck, but run out of fuel and you'll be heading ground-wards pretty sharpish.

Desert Strike is the stuff boys' dreams are made of. There are prisoners of war to rescue, buildings to blow up (resulting in some of the meatiest booms ever) and enemy soldiers to vaporise with obscenely large missiles. A thoroughly satisfying blast. [MB]

"Hello, big boy (not to scale)" said the Helicopter.



Huey was a big noise at the local branch of the Rotarians.

OVERALL 90%

DELPHINE CLASSIC COLLECTION

Kixx XL £29.99

Our rather bold claim that the Beau Jolly compilation reviewed last issue was the best budget pack ever was almost overruled when this arrived in *The One*'s offices with a hefty bang. For it contains three truly classic games, and two above average adventures, all for the very reasonable asking price of £29.99

Let's get the two real oldies out of the way first. *Operation Stealth* and *Future Wars* were highly regarded in their time, and it's easy to see why. *Operation Stealth* is a James Bond-inspired storyline, where you have to save the world by jetting across the globe to recover a missing Stealth Bomber. There are plenty of ace gadgets to mess around with, including an exploding calculator and pen that uses acid to cut through the toughest surfaces, and puzzles which are pretty logical. And *Future Wars* is more of the same, but with a plot that involves time travelling — always an interesting subject.

In both cases, though, the user interface — which is clumsy at best — tends to hamper progress, and when compared to latter-day adventures these two don't really stand up. However, if you regard their inclusion as two trailers to the three main features, then no harm is done.

If you're after a decent adventure then load up *Cruise for a Corpse* straight away. You play a detective, much like Agatha Christie's Poirot (only without the hilarious Peter Ustinov), who gets caught up in a complicated murder-type situation when the host of the boat you're holidaying on is bumped off. As the vessel had already set sail when the foul deed was committed, the guilty person must be on board, so it's your job to snoop around and expose the perpetrator.

To put it simply, *CFAC* is brilliant. Cut-scenes and unusual camera angles are used to great effect, and the black-and-white flashbacks that appear whenever a character is recounting recent events are simply brilliant. The mystery is so hard to solve that we reckon even the great Agatha couldn't even figure out herself. But that's mainly because she's dead, dead, dead.

Another World proves that you don't need sprites and what-nots to make a decent arcade game. Much of its action is portrayed with polygons, and the result is pretty spectacular. You play Lester Chaykin, a carrot-topped young scientist who's whisked away to an alien world when an experiment he's working on goes horribly wrong. Once again, cinematic cut-scenes make regular appearances and the set pieces, such as the advancing tidal wave scene and the numerous alien laser battles, are truly amazing.

Had this been a movie licence then you could be playing the film — that's how atmospheric *Another World* is. Forget *Dragon's Lair* and its ilk, this is the closest interactive movie Amiga owners are likely to witness. It's gripping, challenging and constantly surprising — exactly what an arcade adventure should be like.

Flashback is similar to *Another World* in many ways. The graphics are just as fluid and the puzzles once again likely to set even the biggest brain sizzling. However, some criticised *Another World* for being too short (the levels are small and there are frequent passwords, you see), but that's something that couldn't be said about *Flashback* — it's blimmin' massive, and no mistaking!

Whilst this makes some levels a little too dependent on running between key locations, it took me over a two weeks' solid play to complete, compared to *Another World*'s measly three days. Although it has to be said that I did enjoy *Another World* slightly more, mainly because the action is more concentrated.

In all, this a a fine compilation indeed, featuring three games every Amiga owner should possess. If you're missing two or more of these titles then this pack is highly recommended. [AN]

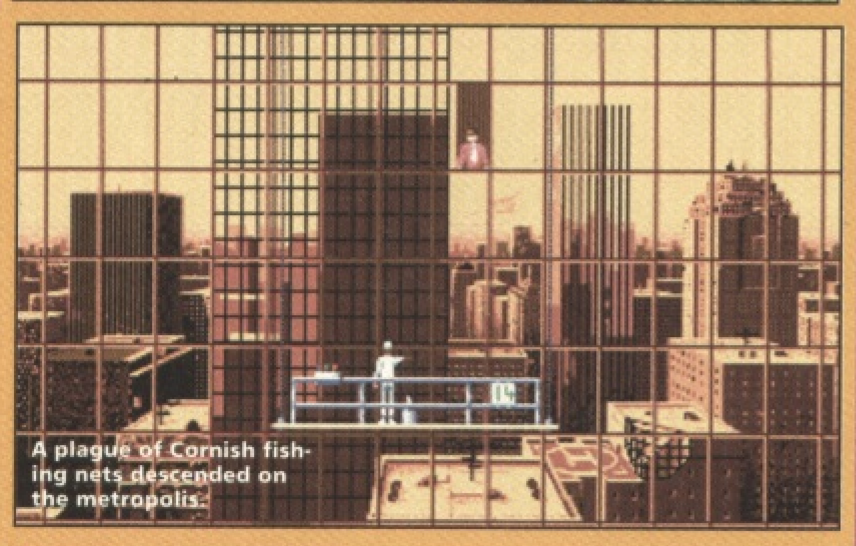
OVERALL 90%





Moonlight slipped through the window, and tripped over the wastepaper bin.


Hold on David, the rest of The Partridge Family are on their way!


A plague of Cornish fishing nets descended on the metropolis.


It was up to Secretary Stromberg to convince The President that a brown and green polka dot rug made decorative sense.


"Hello Mr Flagpole," said Simon the Saucy Satellite Dish. "Do you come here often?"

POLICE QUEST III

Kixx XL £16.99

If ever there was to be a book entitled *How Not To Write a Graphic Adventure*, then the blokes and blokettes behind this awful release should be commissioned to write it. If you're detecting bad vibes from this opening paragraph then you'll have some indication of how much I hate this game.

If you're a boy like us (apart from Jo, of course, who is completely the opposite) then you'll probably remember wanting to be a policeman. All that running around 'saving the day' stuff is certainly appealing when you're a whippersnapper — but now bitter experience and a host of TV dramas have taught you what most 'Peelers' have to go through and a career in The Force is about as attractive as the prospect of sewing lessons or tapioca pudding. For while there's undoubtedly a bit of glamour for some of your high-profile TV coppers, (particularly Yanks) the reality of police work is often very, very dull. I mean, count the number of times the word 'paperwork' appears in an episode of *The Bill*, or the word 'pencil-case' in your average action- packed hour of *Between The Lines*. It's lots, I'm telling you.

Don't believe me Sir? Then I'm afraid I must ask you to accompany me down to the station for a game of *Police Quest III*, which cleverly simulates the drudgery of form-filling to an excruciating degree. Authenticity is one thing, but what's the point in mimicking tedium. It'll be SimSunday Tea Time at Grans with a tin of Pilchards next (apologies to Maxis).

You'll only discover the mind-numbing beauty of this game once you've swapped the first two disks (which, by the way, are incorrectly labelled) about a million times. Being the stupid old sod I am, I'd forgotten to plug in the second drive and got so frustrated by swapping the disks over that I jammed in the second disk drive while the game was playing and blew our Amiga up. Still, at least that meant I couldn't play this tripe any more. Did I say 'tripe'? — my apologies to any of our bovine readers, the lining of your stomach is much more interesting.

Or so I thought. Andy, in one of his 'Hey! Let's not con the kids' moods (patronising git) told me to go and borrow *CU Amiga*'s A1200. Even on this infinitely superior machine (i.e. it works and ours doesn't) *PQIII* crawled along more slowly than a dead snail, stapled to a big desk, super-glued to the back of a two-thousand year-old giant tortoise. With no legs.

Anything positive? Well, the graphics are quite nice and the box seems pretty sturdy. Best not by this poo, my loves. [HA]

OVERALL 32%


What's small green and lives in a condominium? Search me mate, haven't the foggiest idea.

LEISURE SUIT LARRY III

Kixx XL £16.99

Finally, the overworked and underpaid sub-editor decided to end it all.

The *Leisure Suit Larry* games have (so they tell me) traditionally been pretty arse adventures aimed at sad 'no-life' individuals with more spots than brain-cells and a Transatlantic sense of humour. It will come as no surprise to you lot, then, to know that this one is no different.

It has to be said that the programmers have tried to rectify some of our gripes with the previous two games by getting someone with more than the artistic talent of, say, a blindfolded Madagascan Lemur to draw the graphics

It all starts promisingly enough. "This game contains some material which may be deemed offensive by some players. If you are offended by adult situations, vulgar language, sexual innuendo, pixel nudity..." blasts the program, hinting at the naughty surprises that lie beyond the title screen.

By this point, as you can imagine, I was getting quite hot and bothered under my tweeds. Alas, (and alack) I should have known. It's about as risqué as *Are You Being Served?* and nowhere near as funny. 'Have you seen my pussy Mr Lucas'? etc., etc.

I don't know, some may find the jokes within *Larry III* the funniest since Baldrick's trousers, but it couldn't raise a titter (missus) with any of us. And we'll laugh at absolutely anything — trousers falling down, custard-pie fights, Peter Glaze — you name it and we'll giggle childishly behind our hands at it. Mind you, the price is quite funny. If you are a fan of the surreal.

Circle "Golly, look up there! There's a very boring picture without a proper caption!" squealed Gladys, hysterically.

I don't know, even sodding *Police Quest III* is better than this. If you're a die-hard connoisseur of the louche-hearted Larrold, then you don't need me to tell you to buy this latest installment — but the criminally sane among you won't be a-likin' what you find. No, Mr Jonas, Sir. [HA]

OVERALL 49%

LUCASARTS CLASSIC COLLECTION

Kixx XL £29.99

Shakin' Stevens was allowed to leave Hades in a Porch-Time capsule, with the express proviso that he gave up singing and returned to Wales where he would be re-united with his flock...

Here's an interesting factling for you. This LucasArts Collection, comprising five of its graphic adventures, comes on 'only' 14 disks. I say 'only' because at the end of its run on the Amiga, the American developer was releasing one adventure on 12 disks or so. Blimey or what?

A whopping 28 percent of the disks are taken up with one of the funniest adventures ever written. *The Secret of Monkey Island*, way back in 1991, introduced games players to one of the unlikeliest heroes ever to grace a computer game, a Mr. Guybrush Threepwood, and established itself as the finest example of this genre. And while games like *Kyrandia* and *Beneath A Steel Sky* have in some ways bettered this release, sad nostalgics like us still reserve a place in our hearts for the game that inspired them all.

Indiana Jones and the Last Crusade occupies 21 percent of the compilation and is another decent adventure, although it is beginning to show its age. You have to guide Indy (and sometimes his father) through a series of increasingly-difficult puzzles in an effort to locate the Holy Grail. There are some interesting puzzles, particularly at the end of the quest, that will tax even the most experienced adventurers. But as the plot follows the film pretty closely, fans of the movie shouldn't have that much trouble.

Another 21 percent is given to *Loom*, an unusual adventure that first saw the light of day four years ago. Lucasfilm (as LucasArts was then known) tried to make a mild departure from the adventures of the time, and this resulted in a charming little game with unusual puzzles and a unique atmosphere. Its use of music to construct spells is initially hard to get to grips with (and often results in random attempts to initiate actions when you get stuck), but perseverance proves to be the only way forward.

By my reckoning, this leaves 15 percent each for the remaining two games, *Maniac Mansion* and *Zak McKracken and the Alien Mindbenders*. From this statistic, you should be able to deduce that the final couple of adventures aren't exactly ground-breaking. I'm sure for their time they managed to make computer owners moist around the gob, but in 1994 they are, quite frankly, laughable. Tee, hee.

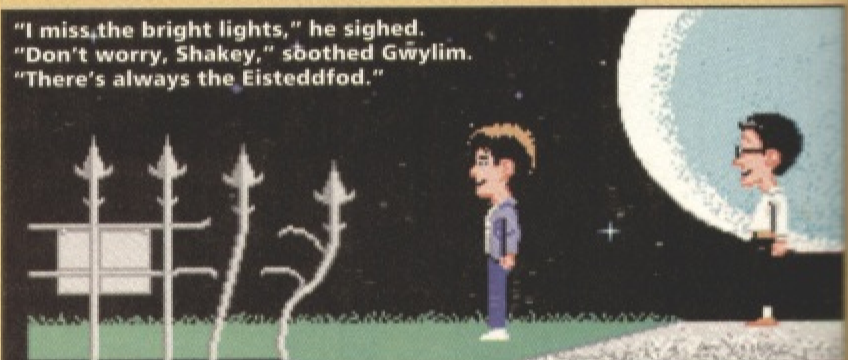
Garish graphics are the order of the day, and the user interfaces — virtually identical in both games — are so user-unfriendly that half of the puzzles involve trying to move the characters from location to location.

Had the last two games been substituted for something like *Monkey Island 2* or the last *Indy* game, then this would be a compilation to write home about. As it is, it fails to stack up against modern budget packs such as the Delphine Classic Collection (see the review on page 62) or the Beau Jolly trove of treasure. Only buy this if you've got too much cash. Then again, you could send it to us.

OVERALL 79%



...but understandably, the talented taff was a little dis-orientated at first.



"I miss the bright lights," he sighed. "Don't worry, Shakey," soothed Gwylim. "There's always the Eisteddfod."

BREAKING AWAY FROM THE FLEET

HIGH SEAS Trader

Ever wanted to **sail** into the sunset? Visit **ports** of call known only to grizzled **18th century** sea captains?

Then let our unique **first-person** perspective and stunning **3-D** graphics put the wind in your sails! **Swashbuckle** away as you **trade** goods, vanquish **enemy ships** and create routes to **riches**. Take time to gossip in local **taverns**, repair **cannonball** damage, and stoke up your **crew's** morale. (A little rum, perhaps?)

Chart your progress with our authentic **navigational** aids, and revel in a world long gone: Where **fortunes** are fiercely defended, and only **skill** stands between you and the deep blue sea!



Features:

- Variety of goods to trade and passengers to carry.
- Command a crew of soldiers, sailors and apprentices.
- Defend against pirates and enemy men-o'-war.
- Buy and enhance ships from several models.
- Highly intuitive interface.
- Dynamic pricing and political models.
- Strong replayability.



Travel the world in search of riches



Visit exotic ports on many continents



Engage enemy ships in realistic sea combat

Impressions

IBM PC Screenshots may vary

CUDDLE ZONE

For one month only, nothing sharp. Just nice rounded edges and the odd dangerous curve to roll you cleverly in the right direction. We like holding hands and walking crocodile fashion. We sing something simple dressed in soft colours and sway from side to side as we sing, our eyes clouding with dreams of Jason Donovan, glistening white ponies and adorable Siamese kittens. Welcome to the Fluffy dome.

MORTAL

Thanks to Matthew Bromirskyj of Richmond for helping us with these tips. Incidentally, if you can't get any of them to work, don't call us... just keep practising! They'll work eventually... honest.

KEY TO SPECIAL MOVES AND FATALITIE

T — Towards
A — Away
U — Up
D — Down
DT — Down and Towards
DA — Down and Away
F — Fire

BLOCK — Move away, and press Fire
Close distance — Move as close to your opponent as possi
Sweep distance — Stand at the exact distance of a leg swe
Jump distance — Move right in to your opponent, then ta one jump back
Full screen distance — Move as far away as possible. Jump backwards for speed



KUNG LAO

A former Shaolin Monk, and a member of the White Lotus society, Kung Lao is the last descendant of the great Kung Lao who was defeated by Goro some 500 years ago. Realising the danger of the Outworld nasties, he joins Liu Kang in entering Shao Kahn's Kompetition.

HAT THROW — A, T+F (Hat can be moved up or down in mid-flight)
POWER SPIN — BLOCK, F, F, F (Keep tapping F to spin)
TELEPORT — D, U
AERIAL KICK — D, D (while in air)
FATALITIES:
HAT CHOP — (Inside sweep distance) T, T, T, release F, F
HAT DECAPITATION — (Full screen distance) Hold BLOCK, T, T, T, T, release F then steer hat towards head
SPIKE (Kombat tomb) — T, T, T, F
FRIENDSHIP — A, A, A, D, F
BABALITY — A, A, T, T, F









KITANA

Through her years of working a an assassin, Kitana has learned many secrets about her past. S finds that Mileena is not her twin, but a clone created by Shang Tsung. Determined to take back what is rightfully hers, she enters the tournament to restore the Outworld nobility.

FAN THROW — T, T, F
FAN LIFT — A, A, A+F
FLYING PUNCH — T, D, A, F
FAN SWIPE — D+F
FATALITIES:
FAT KISS — (Close distance) Hold BLOCK, T, T, D, T, Release F.
FAN DECAPITATION — (Close) Hold F, F, F, F, Release A, F
SPIKE (Kombat tomb) — T, D, T, F
FRIENDSHIP — Hold BLOCK, D, D, D, U, Release F.
BABALITY — D, D, D, F

TOP TIPS!

Dear *The One*
I have found out how to turn the blood off, and a cheat menu.

The method for getting the cheat menu is very similar to the original *Mortal Kombat*. On the Options screen, type A, then the rest of the alphabet in any order. Repeat the process up to five times. Below the Done option, Diagnostics will appear, where you can watch all of the death moves and turn on invincibility etc.

To turn the blood off, type in FIONA on the Main Menu, then the screen will flash indicating that, er, it has. Been turned off, that is. Repeat to turn it back on again.

D Thompson, Waterlooville









KOMBAT II

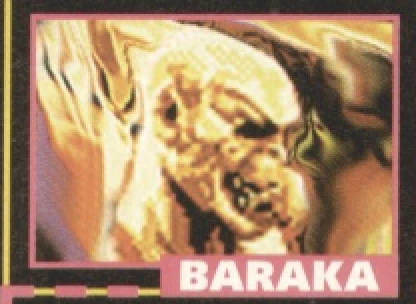





MILEENA

Serving as an assassin together with her twin sister Kitana, her dazzling appearance conceals her foul true self. At Shao Kahn's request, she is asked to watch for her twin's suspected dissension. She must stop it at all costs.

SAI FIREBALL — Hold F for 2s, release
TELEPORT KICK — T, T, F
FLOOR ROLL — A, A, D, F
FATALITIES:
SAI HACK — (Close distance) T, A, T, F
BONE SPIT — (Close distance) Hold BLOCK for 2 seconds, release
SPIKE (Kombat tomb) — T, D, T, F
FRIENDSHIP — Hold BLOCK, D, D, D, U, Release
BABALITY — D, D, D, F






BARAKA

Baraka led the attack against Liu Kang's Shaolin temples. Baraka belongs to a nomadic race of mutants living in the Outworld wastelands. His fighting skills got the attention of Shao Kahn who recruited him into his army.

BLADE SWIPE — D+F
BLADE SPARK — D, A, F
BLADE FURY — A, A, A, F
DOUBLE KICK — F, F
FATALITIES:
DECAPITATION — (Close distance) Hold BLOCK, A, A, A, Release
SPIKE LIFT — (Close) A, T, D, T, F
SPIKE (Kombat tomb) — T, T, D, F
FRIENDSHIP — Hold BLOCK, U, T, T, Release
BABALITY — T, T, T, F

TOP LIU KANG DEMO TIPS!

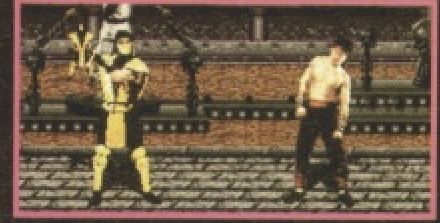
Dear *The One*

When you're playing Liu Kang, a useful move is to jump and then do a fireball in mid-air in the usual way. If you're playing a two-player game, lose on purpose, and when you Kontinue, keep holding down fire until the next fight, and then release it to smack your opponent in the face with a Bicycle Kick.

A good Kombo: Bicycle Kick, Uppercut, Flying Kick, Low Fireball.

Joe McNally, Bradford

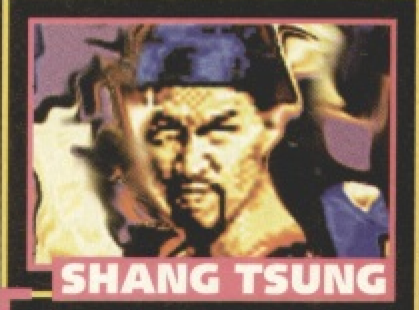
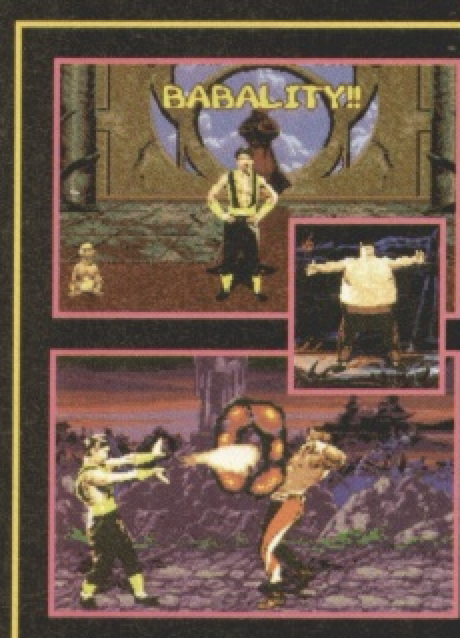


SCORPION

After learning of Sub-Zero's return to the Kompetition, this hell-spawned spectre rises from the pits. He once again stalks the ninja assassin, following him into the darkest realms of the Outworld where he continues his own unholy mission. He finds that Sub-Zero is not the same one who murdered him long ago, and befriends him.

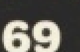
HARPOON — A, A, F
LEG TRIP — T, D, A, F
TELEPORT PUNCH — D, A, F
MID-AIR THROW — Jump then D
FATALITIES:
DEATH BREATH 1 — (Sweep distance) Hold BLOCK, U, U, Release F
DEATH BREATH 2 — Hold BLOCK, D, D, U, U, Release F
HARPOON CHOP — (Close distance) Hold BLOCK, D, T, T, T, release F
SPIKE (Kombat) — D, T, T, BLOCK
FRIENDSHIP — A, A, D, F
BABALITY — D, A, A, F

SHANG TSUNG

Shang Tsung turns against and defeats Kintaro and Shao Kahn. With Shao Kahn's army at his command, he weakens the dimensional gates between the Outworld and the Earth realm. He uses this weakness to march a horde of demons into the Earth.

1 FIREBALL — A, A, F
2 FIREBALLS — A, A, T, F
3 FIREBALLS — A, A, T, T, F
TRANSFORMATION — BLOCK, A, T, U, Release Fire.
FATALITIES:
POSSESSION — (Sweep distance) Hold BLOCK for 2 seconds, release
SOUL DRAIN — (Close distance) Hold BLOCK, U, D, U, Release
KINTARO — (Sweep distance) Hold BLOCK, T, A, A, A, F
SPIKE — Hold BLOCK, D, D, U, D, Release
FRIENDSHIP — A, A, D, T, F
BABALITY — A, T, D, F



SECRET CHARACTER

SMOKE

To reach Smoke you must be fighting on the Portal stage in either one- or two-player mode. Look out for the head which pops up in the bottom right-hand corner and shouts "Toasty!". As soon as he appears, pull down on the joystick and then pull away. In a one-player game it must be your own controller that you use, but in a two-player whoever completes the move gets to fight Smoke. The head is more likely to appear if you use uppercuts.



SECRET CHARACTER

NOOB SAIBOT

Odd name... but one made up of "Boon" and "Tobias" backwards (the designers of the Mortal Kombat II coin-op). He's a completely silhouetted character, which makes him one of the more difficult characters to fight. To get to fight him you must win 25 matches in a row, with the last fight being against another player. He's really tough to see, because of his shady hue, you see, and he uses Scorpion's harpoon move a-plenty.



REPTILE

As Shang Tsung's personal protector, the elusive Reptile lurks in the shadows stopping all those who would do his master harm. His human form is believed to disguise a hideous reptilian creature whose race was thought to be extinct millions of years ago. He enters the tournament, defeats Shao Kahn, leaving his race to live peacefully.

ACID SPIT — T, T, F
ORB — A, A, F
INVISIBILITY — BLOCK, U, U, Release F
POWER SLIDE — BLOCK, F, F, F
FATALITIES:
EAT HEAD — (Jump distance) A, A, D, F
INVISIBLE CHOP — (Close distance) Become invisible, then T, T, T, D, F
SPIKE (Kombat tomb) — Become invisible, then T, T, D, F
FRIENDSHIP — A, A, D, BLOCK
BABALITY — D, A, A, F











SUB-ZERO

Thought to have been killed in the Shaolin Tournament, Sub-Zero mysteriously returns. It is thought that he travelled into the Outworld to again attempt to assassinate Shang Tsung. To do so he must fight his way through Shao Kahn's tournament. He learns of Scorpion's foul vendetta against his brother, but will never know why his life was spared.

ICE BLAST — D, T, F
FLOOR FREEZE — D, A, F
POWER SLIDE — BLOCK, F, F, F
FATALITIES:
FREEZE AND SMASH — (Sweep distance) T, T, D, F then (Close distance) T, D, T, T, F
SNOWBALL — (Full screen distance) Hold BLOCK, A, A, D, T, Release
SPIKE (Kombat tomb) — D, T, T, BLOCK
FRIENDSHIP — A, A, D, F
BABALITY — A, T, D, F



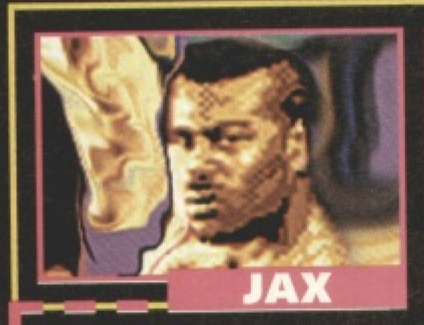




SECRET CHARACTER

JADE

To fight Jade, work your way through the game until you get to the opponent before the ? mark on the mountain. Beat him, or indeed her, in one of the three rounds using one move only, preferably the low kick, and when you defeat him you will visit a secret blue Portal stage to fight Jade. She can't be damaged by any projectile attacks, and she is very fast. She uses Kitana's fan throw move a lot, so watch out!



JAX







Jax's real name is Major Jackson Briggs, leader of a top US special forces unit. After receiving a distress signal from Lt Sonya Blade, Jax embarks on a rescue mission, which leads him into a ghastly world where he believes that Sonya is still alive.

FIREBALL — Roll D, DA, A+F
GROUND POUND — Hold F for 3 seconds, release
GOTCHA GRAB — T, T, F (keep hitting F for five hits)
ENERGY WAVE — T, D, A, F
MID-AIR BACKBREAKER — D (at the crest of a jump)

FATALITIES:
HEAD SPLAT — Hold BLOCK, T, T, T, F
ARM PULL — (Sweep distance) BLOCK, BLOCK, BLOCK, BLOCK, F
SPIKE (Kombat tomb) — Hold BLOCK, U, D, U, Release
FRIENDSHIP — Hold BLOCK, D, D, U, U, Release
BABALITY — D, D, D, F




LIU KANG

After winning the Shaolin Tournament from Shang Tsung's clutches, Liu Kang returns to his temple. He discovers his sacred home in ruins, his Shaolin brothers killed in a vicious battle with a horde of Outworld warriors. Now he travels into the ark Realm to seek revenge.

BICYCLE KICK — Hold F for 5s, release
FLYING KICK — A, T, F
FIREBALL — T, T+F
CROUCHING FIREBALL — D, D, F
FATALITIES:
CARTWHEEL UPPERCUT — Rotate 360° away (similar to MK I)
DRAGON MORPH — D, T, A, A, F
FRIENDSHIP — T, A, A, A, F
BABALITY — D, D, T, A, F
SPIKE FATALITY (Kombat Tomb) — D, A, T, T, F

RAYDEN

Watching events unfold from high above, the thunder god realises the grim intentions of Shao Kahn. After warning the remaining members of the Shaolin Tournament, Rayden soon disappears. He is believed to have ventured out into the Outworld alone.

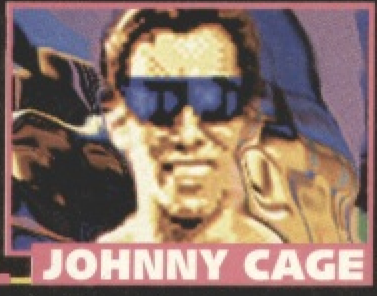
RAYDENTRICITY FIREBALL — D, T, F
FLYING THUNDERBOLT — A, T, T
TELEPORT — D, U
ELECTRIC GRAB — Hold F for 2 seconds and release
FATALITIES:
ELECTRIC EXPLOSION — (Close distance) Hold F for 3 seconds, release, then keep tapping BLOCK and F
UPPERCUT EXPLOSION — (Close distance) Hold F for 5 seconds, release
SPIKE (Kombat tomb) — Hold BLOCK, U, U, U, Release
FRIENDSHIP — D, A, T, F
BABALITY — Hold BLOCK, D, D, U, Release











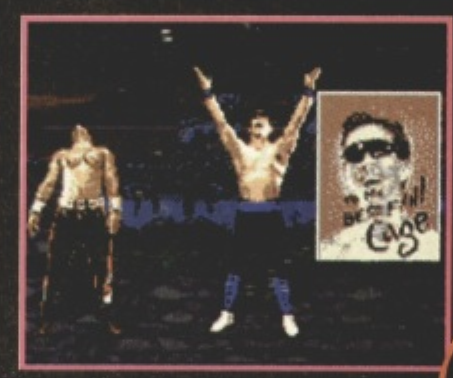
JOHNNY CAGE

After Shang Tsung's tournament, the martial arts superstar disappears. He follows Liu Kang into the Outworld, where he uses his knowledge and experience as a fighter to compete in a twisted tournament which holds the balance of Earth's existence — as well as a script for another blockbusting movie. *MKII*, the movie, becomes the biggest motion picture event of all time — and Johnny Cage realises that *MKIII* is inevitable.

LOW FIREBALL — A, D, T, F
HIGH FIREBALL — T, D, A, F
SHADOW KICK — A, T, A, F
SHADOW UPPERCUT — A, D, A, F
PACKAGE CHECK (!) — D+F
FATALITIES:
TORSO TEAR — D, D, T, T, F
DECAPITATION — (Close) T, T, D, U
SPIKE (Kombat tomb) — D, D, D, F
FRIENDSHIP — D, D, D, D, F
BABALITY — A, A, A, F







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Skizzo 2 (4)
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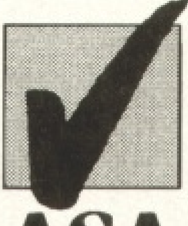
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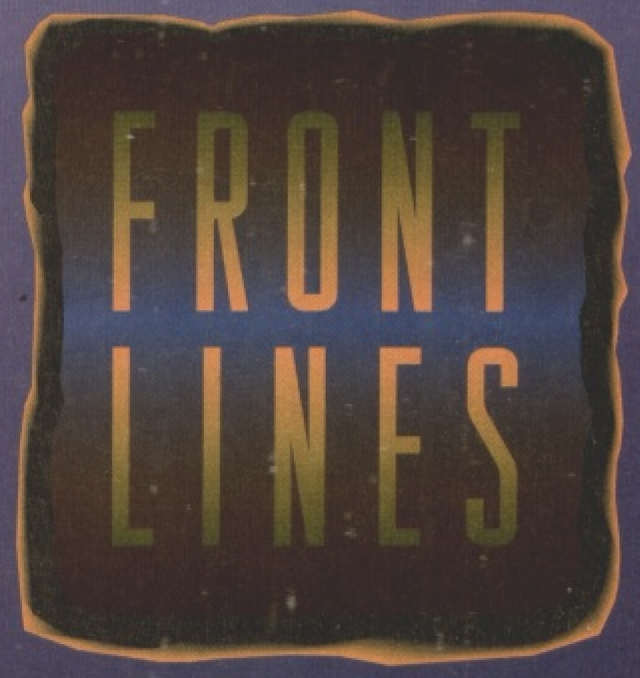
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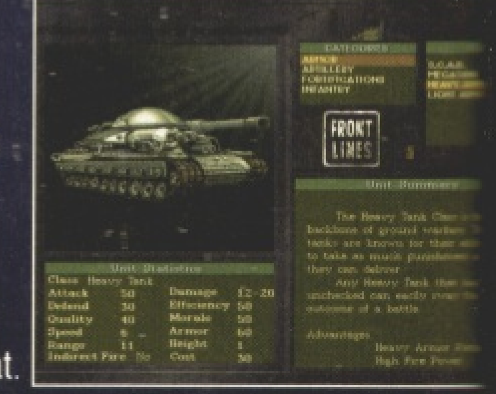
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KEY TO THE MAP

PICK-UPS

Ⓢ— Smart Bomb. Destroys all aliens on screen.

Ⓕ— Freezes all aliens on screen, although they can still emerge from holes.

Ⓐ— Armour. Gives temporary invulnerability.

COLONY SECTOR 3
Entrance to security zone N.U

COLONY SECTOR 5
Activate 3 generators in the N.E. To enable access to engineering. Due N. crash site weapons and credits.

OUTDOOR SECTOR 1
There is a lot of equipment scattered around the crash site. This includes life and credits.

OUTDOOR SECTOR 2
Find the key to access the stores block (power is cut) N.W corner. Use tunnels to south to get the key.

OUTDOOR SECTOR 3
Activate 13 generators and find two keys to open the doors to the door to the military block.

OUTDOOR SECTOR 4
Destroy 10 generators. N.E. corner access to secret area. 2 lives and lots of credits.

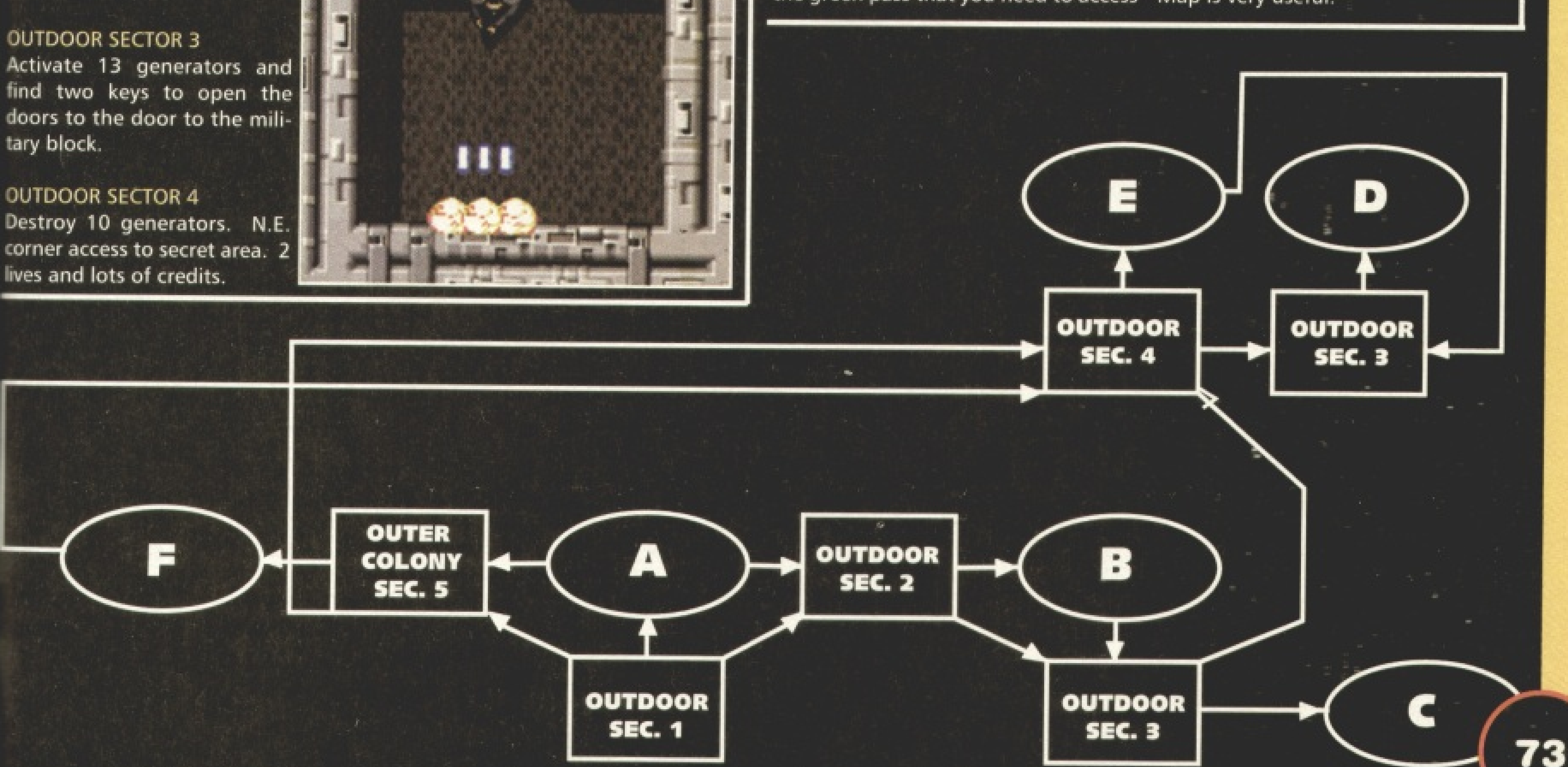
MAP SECTION A — CIVILIAN BLOCK

LEVEL ONE
Go due north to the Decklift and collect the yellow pass. This accesses exits to the east and west, while the south-east corner holds the red pass and the decklift pass.

LEVEL TWO
The northwest corner holds the blue pass and the portaloo. Enter this to access the sub-level. The blue pass gives access to the red pass in the east wing, and the exit.

LEVEL THREE
Middle south and in the loo you'll find the green pass that you need to access several rooms including the north-east corner. Use the desk terminal to open the red pass doors. Exits are up and west.

LEVEL FOUR
Exit is east. GET OUT!
Map is very useful.





TIPS

MAP SECTION B — STORES BLOCK



LEVEL ONE
Destroy two tertiary reactors, south and then north, and after destroying the northern reactor head due east to deck lift. Military level is also accessible.

LEVEL TWO
Destroy four lock units to access secret store. Enter through the northeast door and walk across the arrows in the indicated direction, collect the goodies and head due south and then due east to the decklift.

LEVEL THREE
The exit is in the north-west corner. To access the vault, destroy all of the eleven terminals, collect the keys, grab the money, and RUN!

LEVEL FOUR
Destroy three security domes starting in the south east corner then in the northwest too. Exit through the sealed door in the north-east corner to exit east.

MAP SECTION C — MILITARY BLOCK

LEVEL ONE
Unknown

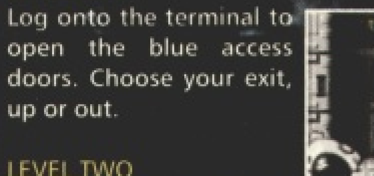
LEVEL TWO
Destroy the security cannons to enable the north deck lift.

LEVEL THREE
Get the blue pass in the northwest corner to access the power room in the southeast corner. Destroy seven power units and exit east.

LEVEL FOUR
Head north west for a confrontation. Hope your gun is big enough!

EXIT
MAINTOWER LEVEL 7
MAINTOWER LEVEL 6
MAINTOWER LEVEL 5
10 — LEVEL 4 — 12 — LEVEL 4 — 7
3 — LEVEL 3 — 2 — LEVEL 3 — 6
17 — LEVEL 2 — LEVEL 2 — 1
LEVEL 1 — LEVEL 1
OUT IN OUT IN OUT
ENGINEERING BLOCK F
CIVILIAN BLOCK A

MAP SECTION D — SCIENCE BLOCK



LEVEL ONE
Log onto the terminal to open the blue access doors. Choose your exit, up or out.

LEVEL TWO
Exit is south-west — find your way there. The red pass card is north, and once collected will start the destruction sequence. Exit up or into engineering.

LEVEL THREE
Destroy the mutants in suspended animation then exit east. Destruction sequence starts when last casket is destroyed.

LEVEL FOUR
Waste everything! The red pass card is in the north-west corner. Confront the alien to exit north to the main tower, or wimp out to security deck four. Poof.



MAP SECTION E — SECURITY BLOCK

LEVEL ONE
The northwest and southwest corners contain the red and the blue pass cards. Use them to release Robinson the security guard in the south-east corner and follow him out.

LEVEL TWO
Read Robinson's message on the terminal and take his advice. Exit west.

LEVEL THREE
Security HQ. Access the decklift by destroying the terminals in the southeast corner. Stay away from the cameras. You have been warned!

LEVEL FOUR
Get the red and the blue passes, then head northwest. Confront the alien to exit north to the main block or exit west to the military zone.

MAP SECTION F — ENGINEERING

LEVEL ONE
Get the decklift pass from Dyson using the tunnels The destr sequence starts once collected. E west or up.

LEVEL TWO
Locate the green pass in the south e corner for the decklift. Activate t small cross shaped generators to pow up the decklift.

LEVEL THREE
Collect red pass in the south mid room (destroy the wall to get in)

MAINTOWER LEVEL 4 ← MAINTOWER LEVEL 3 ← MAINTOWER LEVEL 2 ← MAINTOWER LEVEL 1

LEVEL 4 — 8 — LEVEL 4 — 11 — LEVEL 4 — 13 — LEVEL 4 — 10 — LEVEL 4 — 12

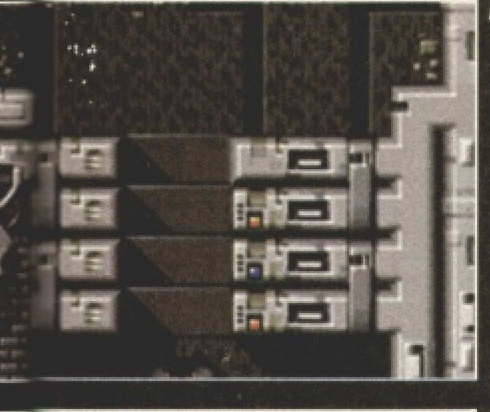
LEVEL 3 — 14 — 4 — LEVEL 3 — 9 — LEVEL 3 — 3 — LEVEL 3 — 2

LEVEL 2 — 5 — LEVEL 2 — 16 — LEVEL 2 — LEVEL 2 — 7 — LEVEL 2

LEVEL 1 — LEVEL 1 — LEVEL 1 — LEVEL 1 — LEVEL 1

IN OUT IN IN IN OUT OUT IN

STORES BLOCK B | MILITARY BLOCK C | SECURITY BLOCK D | SCIENCE BLOCK E | ENGINEERING BLOCK F



head straight for the tunnels in the northwest corner. In this sub-level destroy everything to open the green pass doors, collect the red pass if you haven't already. Exit via central decklift.

LEVEL FOUR
Head for the southeast corner and destroy the generator room to open the green pass doors. Exit east or west.

CORRIDORS
1 to 17 all self-destruct. Number 17 has a secret room in it. Ooh!

MAP SECTION G — THE MAIN TOWER

LEVEL ONE
Unknown...

LEVEL TWO
All aliens are invisible. Locate the blue pass in the east sector and use this to get the red and the green passes in the west sector. To complete the level you must destroy the gas tank in the northeast area.

LEVEL THREE
Locate the red pass card in the U.S.U Sector. Head north around the level to the decklift.

LEVEL FOUR
Destroy the alien in the north area to exit level four. There's loads of cash to be had here.

LEVEL FIVE
Destroy alien pupae in the southwest corner. The red pass card in the west area is used to access the southwest area.

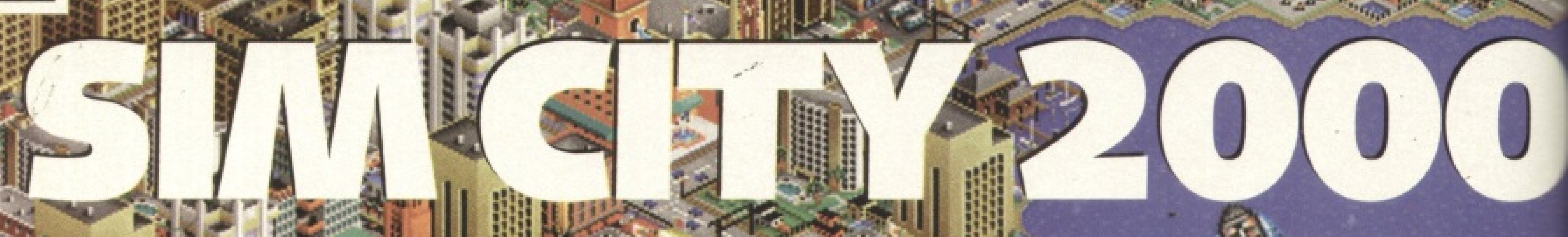
LEVEL SIX
Pupal alien has managed to get to this level. Stop it! Blue card is southeast of the entry point and used to access the southeast corner to get the red pass card. Use the red pass card to access the northeast area and get the green pass card needed to access the northern area. Decklift and alien in this area.

LEVEL SEVEN
Terminal room to the south. Access it to enter co-ordinates to initiate destruct sequence. Head for the central decklift.



PASSWORDS

Security Level Three
FCDBMDEASDCAAADM
Security Level Three
FCCELDAAHDCAAAEK
Engineering Level One
FKBDMDEAFDCAAAEB
Science Level Three
JGCJNDEAPDCAAACS
Military Level Three
EPAEMDEBBDCAAAEA
Military Level Three
IPCBSDADSDCAAACI
Main Tower Level Two
LAAPJDAISDCAAACM
Main Tower Level Two
LACJPDADSDCAAACS
Main Tower Level Four
HCAPJDADSDCAAADD
Main Tower Level Four
HCBPSLADSDCAAACB
Stores Level Three
EJDCPDAASDCAAADG
Civilian Level Three
EEHBNDAASDCAAADK
Miscellaneous codes
FKASMCEABDCAAADI
JGAFICEABDCAAAEJ
FKANLCEABDCAAADP



If you're one of the seven people in the whole wide world with an Amiga big enough to run Sim City 2000, then you might fancy a couple of pages of specially softened tips, as penned in slow motion by our lovely Sim City ace, June Williamson. Enjoy.

BEFORE STARTING

The Terrain Editor allows you to raise or lower land, add water and forests and decide how hilly you want landscape. Be patient. It's very slow and quirky so zoom in as close as possible while working. Create plenty of pools of water around your land as water pumps set near them produce twice as much water. I prefer to flatten the land and add plenty of water and trees, but it's your city, so be creative.

Finance			Safety & Health		
1% Sales Tax	✓	333	Volunteer Fire Dept.		
1% Income Tax	✓	679	Public Smoking Ban		
Legalized Gambling	✓	667	Free Clinics		
Parking Fines	✓	339	Junior Sports		
Education			**Promotional**		
Pro-Reading Campaign			Tourist Advertising		
Anti-Drug Campaign			Business Advertising		
CPR Training			City Beautification		
Neighborhood Watch			Annual Carnival		
Other			**Estimated Annual Cost**		
Energy Conservation			Finance		2020
Nuclear Free Zone			Safety & Health		0
Homeless Shelters			Education		0
			Promotional		0
Pollution Controls	✓	-403	Other		-403
Done	YTD Total$	361	EST Total$		1034

When you first start playing, go into ordinances from the budget window and switch on the four boxes top left to generate extra revenue. The other options will cost you so ignore them until you're feeling flush.

Access advisors by clicking on the question marks in the budget window but don't always listen to them, especially early in the game. That snake in the grass bond adviser kept telling me to raise taxes and my little people started naffing off.

Jul 2052 <JBA3> $12,103

JBA3
2052 Budget
July 2052

		2052 To Date Expense	2052 Year End Estimate
Property Taxes	%8	6615	1k
City Ordinances		361	624
Bond Payments		0	0
Police Department	%100	-933	-1600
Fire Department	%100	-408	-700
Health & Welfare	%100	-145	-250
Education	%100	-320	-550
Transit Authority	%100	-446	-765

Year to Date Cashflow$ $4,721
Estimated Cashflow$ $8,095
Current Funds$ $12,103
End of Year Funds$ $20,198

Centering Tool

EARLY DAYS

Don't rush things at first. Place your power plant and blocks of the three zones (only a small block of commerce), linking them with road and electric pylons.Decide if you want disasters on or off. It defaults to on and you'll be pretty gutted if you city goes up in flames if you didn't want disasters. While creating your city it's vital to start making a profit as soon as possible. To start with, only give your sims (sim people) what they ask for, not what the advisors suggest. The exception here is with taxes. This chap is usually pretty spot on.

Keep your eyes on the demand indicator bar while remembering that it can take several minutes to respond to your changes. I also find it helpful to keep the neighbours window open so I have a constant population guide and can intervene quickly if they start emigrating. The water system can initially be ignored as it's not vital until your city is growing. Don't borrow money unless there is no other way as the interest can quickly cripple a small city. If you do borrow, pay back at the earliest opportunity.

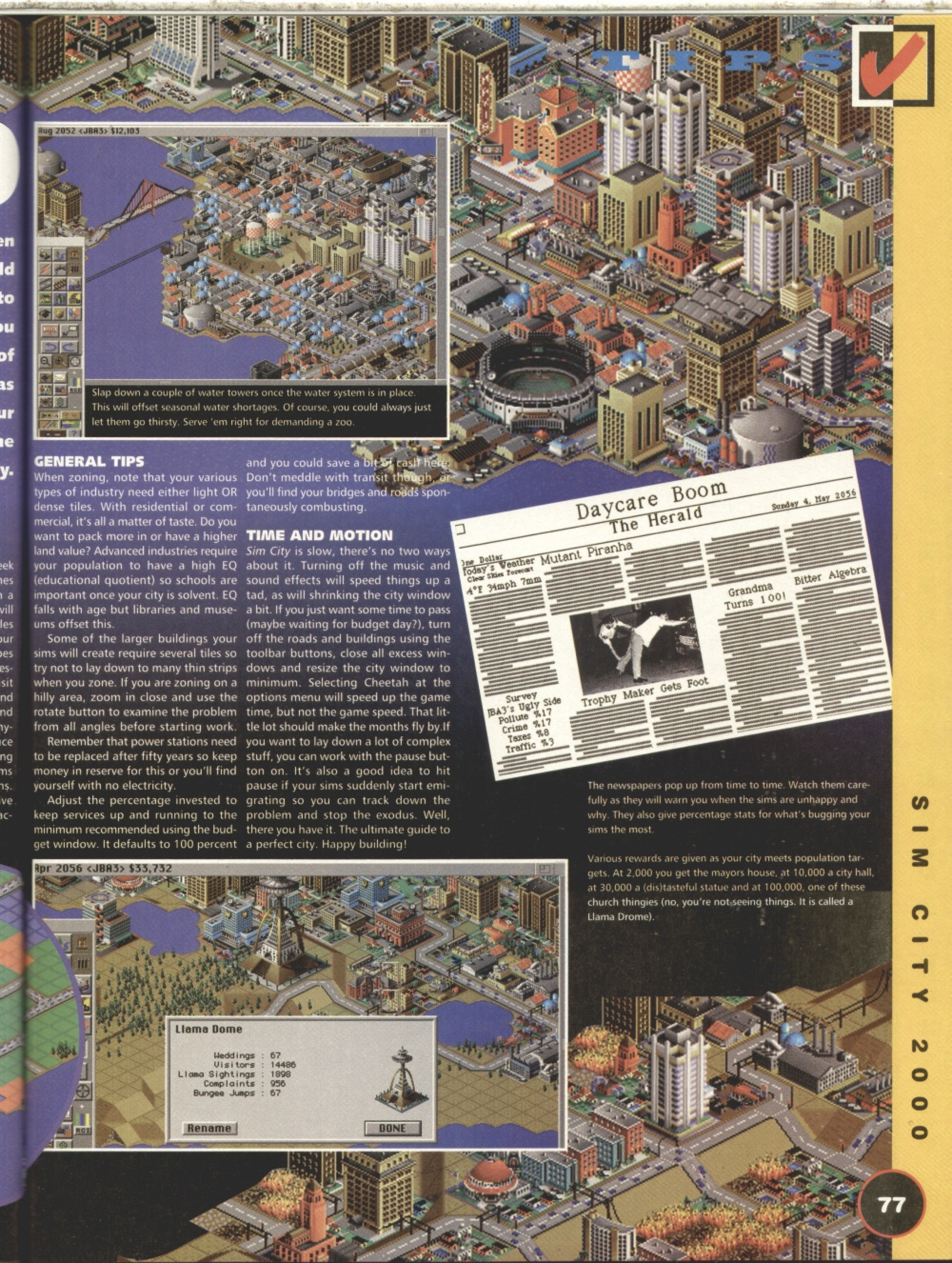
A nice idea to get around the three tile travel limitation is to set down a big park, surround with residential three tiles wide, circle with a road and stick you commercial and industrial zones along the sides. I've buffered the industrial smog from the residential with a strip of trees.

TRAVEL

Sims will travel up to three tiles to seek transport so don't set down zones wider than six squares across with a road either side. Cars and buses will take your sims a maximum of 24 tiles so bear this in mind when linking your zones. Sims only travel to other types of zone, so it's no good linking two residential zones (guess they don't visit friends and generally have very sad and sorry lives). Bus depots are cheap and great as sims can get on or off anywhere along the route. They reduce traffic for a 10 tile radius. When laying rail and subways, remember that sims can only get on or off at stations. Subways are a real pig to lay, so save your game, have a zoom in and practice for a bit.







Slap down a couple of water towers once the water system is in place. This will offset seasonal water shortages. Of course, you could always just let them go thirsty. Serve 'em right for demanding a zoo.

GENERAL TIPS

When zoning, note that your various types of industry need either light OR dense tiles. With residential or commercial, it's all a matter of taste. Do you want to pack more in or have a higher land value? Advanced industries require your population to have a high EQ (educational quotient) so schools are important once your city is solvent. EQ falls with age but libraries and museums offset this.

Some of the larger buildings your sims will create require several tiles so try not to lay down to many thin strips when you zone. If you are zoning on a hilly area, zoom in close and use the rotate button to examine the problem from all angles before starting work.

Remember that power stations need to be replaced after fifty years so keep money in reserve for this or you'll find yourself with no electricity.

Adjust the percentage invested to keep services up and running to the minimum recommended using the budget window. It defaults to 100 percent and you could save a bit of cash here. Don't meddle with transit though, or you'll find your bridges and roads spontaneously combusting.

TIME AND MOTION

Sim City is slow, there's no two ways about it. Turning off the music and sound effects will speed things up a tad, as will shrinking the city window a bit. If you just want some time to pass (maybe waiting for budget day?), turn off the roads and buildings using the toolbar buttons, close all excess windows and resize the city window to minimum. Selecting Cheetah at the options menu will speed up the game time, but not the game speed. That little lot should make the months fly by.If you want to lay down a lot of complex stuff, you can work with the pause button on. It's also a good idea to hit pause if your sims suddenly start emigrating so you can track down the problem and stop the exodus. Well, there you have it. The ultimate guide to a perfect city. Happy building!

The newspapers pop up from time to time. Watch them carefully as they will warn you when the sims are unhappy and why. They also give percentage stats for what's bugging your sims the most.

Various rewards are given as your city meets population targets. At 2,000 you get the mayors house, at 10,000 a city hall, at 30,000 a (dis)tasteful statue and at 100,000, one of these church thingies (no, you're not seeing things. It is called a Llama Drome).

ALL NEW WORLD OF LEMMINGS

Anyone tried Lemming conserve? It's tasty and ever so easy to make. All you have to do is nip over to Greenland and stand under a big cliff while holding an empty jam-jar out at arm's length. Don't forget to sterilise the jar first though — some rodents carry germs.

EGYPTIANS

Level 1

Block the second lemming out. The first lemming will then pick up the diggers and the tool to dig downwards into the area near the exit. Lastly, release the blocker.

Level 2

Again, block the second lemming out. The first lemming will pick up the lifebelt and swim across the water. Pick up the bricks, turn around and from the edge of the water build up diagonally left one brick then straight across the water. Turn around, walk down the steps, pick up the lifebelt and swim across. Pick up the bricks and build back across the water. Turn around and pick up the digger tool. Dig through to the left to release the trapped lemmings and then release the blocker.

Level 3

Let one lemming fall to the right and one to the left, the rest being blocked on the top platform. The lemming on the left picks up the bomb and uses it on the thinnest part of the platform, blowing it up. Turn the lemming around so he falls down the hole. Block him. The lemming on the right picks up the diggers and digs down towards the suckers. Suck along to the left and pick up the bricks. Build to the left and release all the blockers.

Level 4

Jump one lemming to the right and again over the umbrella. Pick up the suckers and put them down, dropping them off the edge. Turn around, pick up the umbrella and float down. Pick up the suckers and suck to the platform on the left. Pick up bricks and build up diagonally towards the exit. Click right mouse button over the crowd of lemmings to highlight the digger and dig through the yellow stump.

Level 5

Block the second lemming. Float down with the first lemming, pick up the suckers then drop them over the edge of the platform. Jump across the gap and pick up the suckers. Jump back across and block him. The lemming below then picks up the suckers and sucks up left wall. Block him. The lemming on the right sucks up the wall toward the exit. Pick up the bricks and block him. With the other lemmings, jump across the gap and suck up. Release the blocker when the sucker lemming has reached the exit. Build left straight across and release the lemming.

Level 6

Highlight the lemming who picks up blocks. On the far left of the screen build straight up through the gap. Pick up suckers and suck across the exit. Pick up the bricks and build one brick exactly to the right of the false exit. The mole will then spin down through two areas. A lemming will then pick up the digger and dig right through the area of the trapped lemming. All the lemming will then walk to either exit at the bottom.

Level 7

Block the second lemming and with the first lemming, pick up the digger and dig to the right. Jump over the gap and put down the digger. Block him. Release the other lemmings into the gap. Release the blocker and pick up the suckers. Suck up the right wall and pick up the other suckers. Suck over to the bricks and pick them up. Fall down and build towards the exit. Come back down and build out of the gap.

Level 8

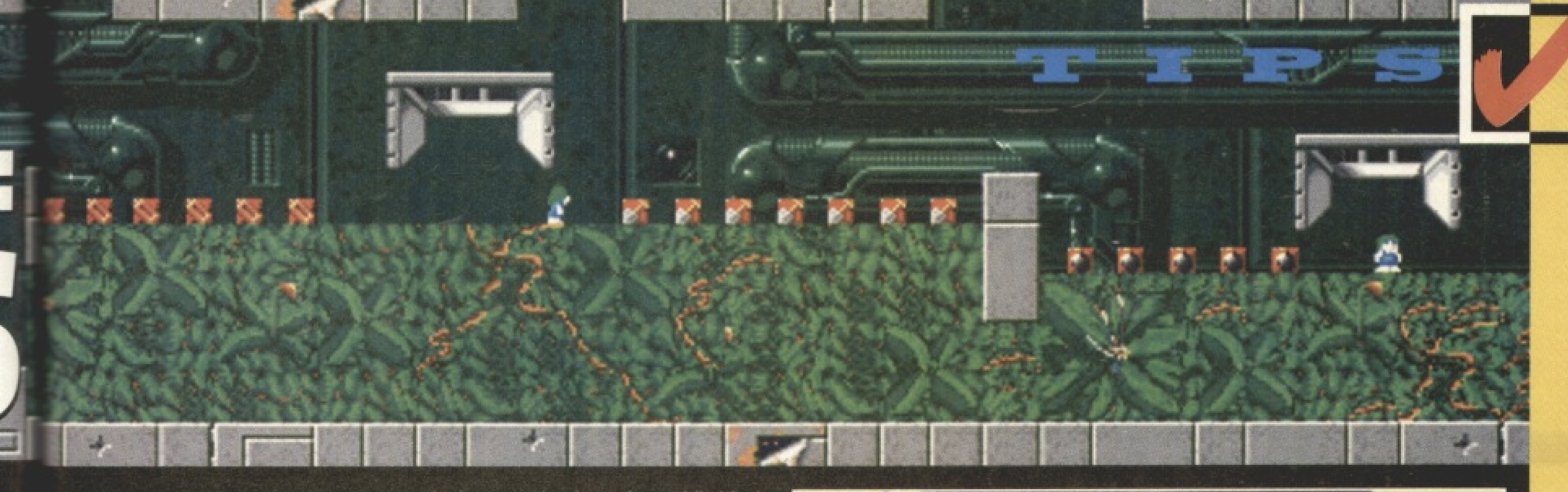
Block the second lemming, pick up the bombs and use over the non-metal area. Fall down the hole and pick up the suckers. Use the suckers above towards the bricks. Pick up the bricks from the left side of the platform, build straight across until underneath the platform above. Fall down, pick up the bricks and turn around. Fall down, pick up bricks and turn around. Fall down past hadokens and build straight across right from the edge of the platform, then release the blocker.











Level 9

Block all the lemmings bar one, walk left to pick up digger, turn around and bash through the wall. Block released lemmings. Dig down through thinnest part of brick. Repeat below but to one side. Before digging, drop digger and pick up blocks and drop them down to the trapped lemmings to the far right. Turn lemming around. Release trapped lemmings by building out, release blocked lemming and click on sucker lemming twice to climb him out. Bash through the final wall on the lowest platform and release the first blocker - they all survive the fall!

Level 10

Block the first lemming at the top. Block the second on the bottom. Using the first on bottom, jump over the first gap, pick up the bricks. Build across all the gaps, pick up the bricks and walk left. Release the other lemmings to the exit. With the first lemming, build up to the top right corner of the lower platform and block on the steps. Highlight the digger down towards the stairs and pick up the hidden builders. Release all the lemmings to exit except the digger and builder. Build up on an angle to the trapped lemmings and build out to the left. Dig through the stairs and release to exit.

Level 11

Place a blocker lemming on either side of the trapdoor and trap all the lemmings in between. Jump one lemming over the blocker on the right, pick up the hadoken and kill the bird. Pick up the umbrella, walk to the left and then pick up the sucker. Suck up the wall and once on top, drop the sucker. Walk left and then jump onto the middle, block on the platform, over the exit. When the lemming lands on the middle block, immediately jump the lemming again. The lemming will then pick up both sets of bricks. When the lemming picks up the bricks on the right, let him walk one step and then jump across the rest of the platform. Walk to the right of the block and build upright as far as possible (turn the lemming around when it has laid the last brick). Release the blocker on the right and then the blocker on the left. The lemmings will then walk to the exit.

Level 12

Use the first lemming to suck across the underside of the long platform. Use the third lemming released to block the other lemmings on the platform. The first lemming will run out of suckers and then start collecting all the bricks. Build up to the exit and back across the gap to the other lemmings. Drop the bricks on the ramp on the left and then pick up the diggers. Walk left and drop the diggers near the blocker lemming. Pick up the bricks again and build a ramp up to the trapped lemming. Drop the bricks, pick up the diggers and dig through the orange walls and then release the blocker. The lemmings will then walk to the exit.

Level 13

Jump a lemming over the gap and pick up the umbrella. This lemming must now jump as many times as possible across the gap to the right of the screen and drop down the shaft. Jump this lemming across the exit and pick up the bricks. Build a vertical pillar up against the taller left hand wall, five blocks high. The mole will now bounce around the level and release all the lemmings.

Level 14

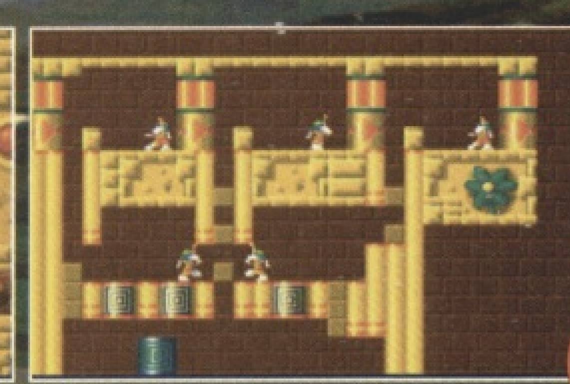
Turn the first lemming into a blocker on the first platform. The second lemming needs to be jumped across the gap on the left and pick up the bricks. The third lemming should be turned into a blocker on the first platform to trap the following lemmings. The lemming with the bricks needs to build one block to the right of the lowest step to form a bridge for later. After the block is put down, walk right and then on the next platform walk left. The lemmings will walk on the melting platform, so walk and drop to the left before too much of the platform has disappeared. Release the left blocker first and once all the lemmings start walking left, release the right blocker. This single lemming needs to walk right and down and then left and down and turned into a blocker again to turn the big group of lemmings. Once done, release the blocker and wait until all the lemmings are trapped on the right hand side. In this area, turn a lemming into a blocker and jump the rest to the right of him. Find the lemming with the bricks and jump him over the blocker to the left. Build up to the exit and release the blocker.

Level 15

Block all but one lemming by the entrance and block the lemming on the bottom left. The single lemming will then pick up the digging tools. Dig the lemming between the blue metal blocks but create a very small drop by digging at an angle near the bottom of the yellow bricks to create a step. Once through, dig through the wall on the right and drop the diggers into the liquid. Turn the lemming and pick up the sucker. Suck across the liquid and pick up the hadoken and kill the potato monster. Pick up the bricks, build across the liquid and up to the exit and release all the blockers. More next month.







PREMI MANAG

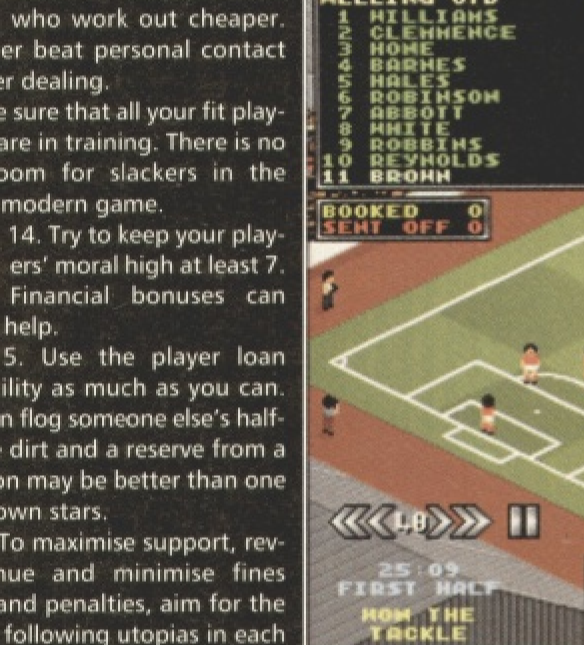
THE COMPLETE GUIDE TO SUCCESSFUL MANAGEMENT

Having trouble with Premier Manager 3? Did you think football management was easy? Premier Manager 2 cheats don't work? Relegation favourites, read on...

1. Start off with Halifax Town — they've got the best strikers in the division so you should get more goals.
2. Always play your best striker in the number 9 shirt to capitalise on the "maximum scoring opportunity" position.
3. Put defensive players onto long shooting — they're not going to get close very often.
4. Put midfielders onto long shooting as well.
5. Put your strikers onto medium shooting, except your star number 9 who will round up loose balls in the six yard box with short range shooting.
6. Never sell youth players — you could have the next Ryan Giggs on your hands! Youth team players improve quickly and keep your team's age down.
7. Try to ensure that all your squad have played at least four matches by the end of the season, including any youth team players. Their statistics will improve far better in the close season with a bit of experience under their belts.
8. Set the defence's passing to about 70 percent — we'll have none of that continental dribbling out of defence nonsense here, this is the English league!
9. Put your midfielders' passing to about 60 percent.
10. Put attackers' running to about 75 percent with short passing as well.
11. Hire the best staff you can afford.
12. Try buying players through the phone as you can often find out of contract players who work out cheaper. You can never beat personal contact when wheeler dealing.
13. Make sure that all your fit players are in training. There is no room for slackers in the modern game.
14. Try to keep your players' moral high at least 7. Financial bonuses can help.
15. Use the player loan facility as much as you can. You can flog someone else's half-man into the dirt and a reserve from a higher division may be better than one of your own stars.
16. To maximise support, revenue and minimise fines and penalties, aim for the following utopias in each division.

16.1 Conference

Ground Safety 2 Stars
Ground Facility Basic
Gym None
Ground Rating 40%
League Seat Price £5
League Terrace £3
Cup Seat £8
Cup Terrace £5
Overdraft/Loan £250,000 / £50,000



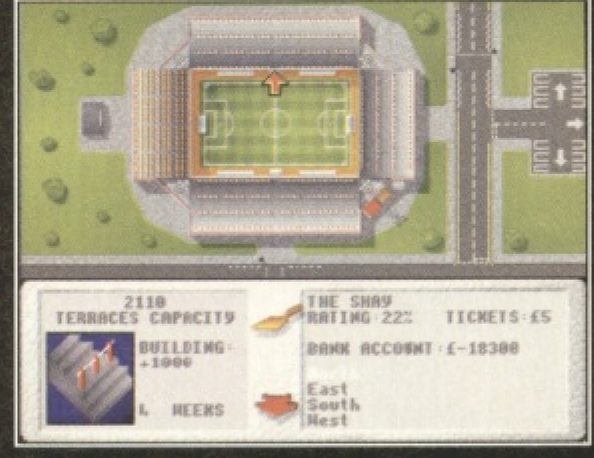
16.2 Division 3

Ground Safety 2 Stars
Ground Facility Average
Gym Basic
Ground Rating 50%
League Seat Price £8
League Terrace £5
Cup Seat £12
Cup Terrace £8
Overdraft/Loan £750,000 / £100,000

16.3 Division 2

Ground Safety 3 Stars
Ground Facility Good
Gym Basic
Ground Rating 60%
League Seat Price £12
League Terrace £6
Cup Seat £18
Cup Terrace £9
Overdraft/Loan £2,000,000 / £200,000









ER ER 3



16.4
Division 1
Ground Safety 4 Stars
Ground Facility Excellent
Gym Average
Ground Rating 70%
League Seat Price £14
League Terrace £8
Cup Seat £21
Cup Terrace £12
Overdraft/Loan £5,000,000 / £500,000

16.5
Premier League
Ground Safety 4 Stars
Ground Facility Excellent
Gym Average
Ground Rating 80%
League Seat Price £16
League Terrace N/A
Cup Seat £24
Cup Terrace N/A
Overdraft/Loan £8,000,000 / £750,000

17. The better the gym, the better the coaches can perform.

For any human failures out there who still can't cut it, here are some telephone cheats to wet-nurse you into better management:

Official Cheat Numbers
400040 gives players high fitness, moral, both feet. Anyone you couldn't sell before, you can now. Clears director's debt so you can reapply. Clears number of 'Votes of Confidence'. Helps with insurance. And 343343 gives you extra money.



MONEY FROM DIRECTORS...£0
APPLY FOR MONEY
HAND IN RESIGNATION

ASSISTANT MANAGER
DO TRAINING SCHEDULES.........NO
TREAT INJURED PLAYERS.........NO
CHECK SPONSORS BOARDS.........
HIRE AND FIRE EMPLOYEES.........
NEGOTIATE PLAYER CONTRACTS.........



MAN UTD PREMIER LEAGUE CHAMPIONS

Tips for the season:

First choose your team. These are the best: *Prem*: Newcastle, Man Utd, Southampton, Leeds, Liverpool, Norwich and Blackburn Rovers.
Div. 1: Wolves, Crystal Palace, Nottingham Forest, Bolton, Derby and Stoke.
Div. 2: Hull, York.
Div. 3: I have never played in Div. 3! [Lazy git — Andy.]
Conference: Kidderminster Harriers, Kettering Town, Bath and Telford Utd.

Wimbledon
Tactic Grid
4-4-2
Pre-Match

Playing the match:

PASSING: If you are playing with a slow team, passing can be vital. Instead of just running at the defence, try to pick out selected targets with high balls.

SHOOTING: At the beginning of the match, check the opposition's keeper. Against a good keeper take the ball just inside the area (or when the keeper starts running out towards you), press the fire button and pull back on the joystick. If you time the movement correctly, you will lob the keeper very nicely. Against a bad keeper you can use the same tactic, but it's easier just to smack it low into the corner; or slip it (by tapping the fire button lightly) under him at close range. Also, you can tap it into the box and slide in but be careful not to hit the keeper, or you'll be sent off.

Other ways to score: pass it to your fastest player (say, Kanchelskis) and take it around the defenders before tapping it in. Don't smack it, because for some reason the defenders will always clear it.

PENALTIES: Saving: Simple! Just circle the joystick and press the fire button lots of times. It doesn't work all of the time, but it's better than gambling. Scoring: Easy! Press fire and then forward on the joystick (not together). Out of around 60 penalties using this method, I have missed only six. Tactics: Here is my formation which I use to good effect:



Now make 14 (or the man on the left) go forward.
Patrick Mateer
Harpham



MANCHESTER UNITED



Been an Amiga owner for years? Expecting this introduction to read exactly the same as it has for the past couple of months? Well, because we care about the freshness of every word that appears in The One, we have taken the trouble to select a new fragrance for the words which begin this, the third installment of Classic Tips. So Have good sniff at the rest of 'C' and some of 'D'.

CHIP'S CHALLENGE

Start the game normally then press F, the screen should flip upside down. Enter SAGITTARIANS MAKE BETTER LOVERS to give you an infinite supply of keys, shields, ice boats & magnets. Enter I THINK THEREFORE I AM so you don't need to collect chips to escape. Now you can press C to skip to the next level. Pressing F will return you to the game.

Passwords for various levels (continued from last month):

21: ugrw 22: wzin 23: huve 24: uniz 25: pqgv 26: yvyj 27: iggz 28: ujdd 29: qgol30: bqzp 31: ryms 32: pefs 33: bqsn 34: nqfi 35: vdtm 36: nxis 37: vqnk 38: bifa 39: icxy40: ywfh 41: gkwd 42: lmfu 43: ujdp 44: txhl 45: ovpz 46: hdqy 47: lxpp 48: jysf 49: ppxi 50: qbdh 51: iggj 52: ppht 53: cgnx 54: zmgc 55: sjes 56: fcje 57: ubxu 58: yblt 59: bldm 60: zyvi 61: rmow 62: tigw 63: gohx 64: ijpq 65: upun 66: zikz 67: ggja 68: rtdi 69: nlly 70: gccg 71: lajm 72: ekft 73: qccr 74: mknh 75: mjdv76: nmrh 77: fhic 78: grmo 79: jinu 80: evug 81: scwf 82: llio 83: ovpj 84: uveo 85: lebx 86: flhh 87: yjys 88: wzyv 89: vczo 90: ollm 91: jpqg 92: dtmi 93: rekf 94: ewcs 95: bifq 96: wvhy97: iocs 98: tkwd 99: xuvu 100: qjxr 101: rpir 102: vddu 103: ptac 104: kwnl 105: yneg 106: nxyb 107: ecre 108: lioc 109: kzqr 110: xbao 111: krqj 112: njla 113: ptas 114: jwnl 115: egrw 116: hxmf 117: fpzt 118: oscw 119: phty 120: flxp 121: bpys 122: sjum 123: ykze 124: tasx 125: myrt 126: qrld 127: jmwz 128: ftla 129: hean 130: xhiz 131: fird 132: zyfa 133: tigg 134: xpph 135: lywo 136: luzl 137: hppx 138: lujt 139: vlhh 140: sjuk 141: mcje 142: ucry 143: okor 144: gvxq

CHOP & DROP

For a good laugh push the T key when fighting and your guy's pants will fall down. Push the F key for your opponent's pants to fall down. The S key allows the fighter's shadows to change colour.

CHUBBY GRISTLE

On the title screen, type BUUURRP (Return). After the sampled belch, you'll notice that you have infinite lives. . .

CHUCK ROCK

When the band are playing during in the title sequence, hit ESC and type the following:

ESTRANDO
MORTIMER
TURN FRAME
FAST AINT THE WORD
UNCLE SAMS
LIFE IS MY DREAM
SHE LOVES CLEANING WINDOWS
ITS FAIRY BOWBELZ

CHUCKIE EGG 2

If you type ENABLE--F2 into the high score table it will give you infinite lives. (Note two minus signs before the F2) While holding down F2 you can move into any adjacent room by pushing the joystick in the direction of that room.

CIVILIZATION

Press ALT and R to randomise the leaders personalities. Also on early versions pressing SHIFT and 1234567890t gives a complete world map.

CJ'S ELEPHANT ANTICS

On title screen type ITCHY A*SEH*LES (fill in the asterisks yourself — if you're over 18, naturally) for infinite lives.



CLICK CLAK

Level Codes:

1: Italy	0355
2: Egypt	3518
3: Mexico	6382
4: USA	8427
5: Greece	2385
6: Australia	5924
7: UK	1267
8: France	7208
9: Russia	6532
10: Germany	5012
11: China	6511
12: Italy	8562

CLOWN-O-MANIA

During the game press HELP at any time to gain more jumps and razors, but these extra won't register until you actually jump or fire. This can be done as many times as you like.

COSMIC PIRATE



To get to the cheat mode, press the spacebar to pause whilst you are playing a game. Now press full stop while in pause mode. You will get a requester. Type in GZAIMASEN and there should be a sound effect denoting cheat mode operative. This will make you invincible. Once in cheat mode you can choose which space truck to attack by recalling the requester and typing GIMMESHIPx where x is mission A-Z . This only works before entering the sector with the space truck !

CONTINENTAL CIRCUS

At the start of the race when the first start light comes on press upon the joystick and hold it there, when the second start light appears pull down on the joystick and hold it. Finally when the third green light shows push up — you should start off with a faster acceleration, if this doesn't work you need faster reactions.



COOL CROC TWINS

Level Codes:

2: TRIAX	7: DOORS
3: DREAM	8: FLOYD
4: MUNGO	9: BRUNO
5: JANKO	10: MONEY
6: HENRI	11: HUMAN
	12: GIRLS

COVER GIRL POKER

Enter DANCEOFTHESEVENVEILS during play for a surprise.

CRACKDOWN

Press P to pause the game and use the correct keys held down together to make SMURF , after this press 1 for 999 lives or 2 for 999 units of ammunition. To unpause press P . Pressing F1 and F2 will now reimburse both player's lives.

CRAZY CARS

Hit the gas take you car and speed up to 400 mph then press F10. Now when you press fire, the game will slow down allowing you to pass police obstructions.

CRAZY CARS II

Increase your speed to 204MPH, press F10 to pause the game, then press fire. The game slows down to a crawl, but you can still steer the car. So, by continually pressing fire and moving left and right,you can safely pass road obstructions! The routes to take for each stage are listed below: Stage 1: Take road 15 on your right, then road 70 on your left, and keep going. Stage 2: Take road 191 to your right, then road 666 on the left, and then road 160 on your left and keep going. Stage 3: Take road 285 on the right and road 60 to your left, and keep going. Stage 4: Take road 70 on your right, road 54 on your left, road 25 on your right, road 10 to the left, and, finally road 180 on your right, and keep going.

CREATURES

Plug your joystick in port 2. Load the game and wait for the title music to start. When this happens, on the high score table the clydes will stop. Waggle your joystick furiously. the clydes should do a dance and turn grey. You now have infinite lives, except on the torture screens.

CRYSTAL HAMMER

When starting, hold down one mouse button. Click the other before the ball appears on the paddle to go to level 26.

CRYSTALS OF ARBOREA

Having trouble finding your Crystal Balls? Go to the main character screen, select Jarel then click on the bottom icon. Now press CTRL and V to get full life points plus all the special abilities.

CUBE X

Level Codes:	037: Cold	075: War	113: Battlecry
000: Eagle	038: Ice	076: Twilight	114: Hidden
001: Hard	039: Armed	077: Zone	115: Off
002: Time	040: Retry	078: Oil	116: Mistake
003: Liberty	041: Bottle	079: Eggs	117: Turn
004: Figure	042: Money	080: Chicken	118: Hierarchy
005: Golem	043: Gold	081: Hunter	119: Alliance
006: Sword	044: Forever	082: Line	120: Dos
007: Mirror	045: Evergreen	083: Programme	121: Megabyte
008: Dragon	046: Old	084: Box	122: Percent
009: Success	047: Power	085: Hit	123: Bike
010: Stoned	048: Nose	086: Song	124: Temple
011: Lightning	049: Mark	087: Elephant	125: Oracle
012: Flame	050: Pen	088: Lion	126: Mysterious
013: Peanut	051: Ink	089: Crocodile	127: Sign
014: Food	052: Dungeon	090: Killer	128: Candle
015: Table	053: Master	091: Murder	129: Dream
016: Monkey	054: King	092: Missippi	130: Nightmare
017: Disc	055: Laser	093: New York	131: Knife
018: Knee	056: Razor	094: Downtown	132: Chair
019: Unknown	057: Soap	095: Rat	133: Sail
020: Hot Dog	058: Snow	096: Mad	134: Breakfast
021: America	059: People	097: Crazy	135: Lunch
022: Zeus	060: Wonderland	098: License	136: Dinner
023: Leader	061: Alice	099: Plane	137: Chip
024: Peace	062: Edison	100: Zero	138: Game
025: Go Home	063: Einstien	101: Fire	139: Joystick
026: Codeing	064: Bismarck	102: Wooden	140: Mice
027: Strange	065: Bird	103: Buried	141: Yunkyard
028: Silence	066: Penguin	104: Eire	142: Cable
029: Voice	067: T Shirt	105: Germany	143: Call
030: Attack	068: Milk	106: Tank	144: Ball
031: Shield	069: Nail	107: Weapon	145: Book
032: Apple	070: Water	108: Cake	146: Car
033: Manhattan	071: Kitchen	109: Potatoe	147: Island
034: Black	072: Radio	110: Periscope	148: Spoon
035: Pink	073: Cigarette	111: Cube	149: Hammer
036: Sweet	074: Newspaper	112: Field	

CYBERNOID

When viewing the title page type RAISTLIN then press the space bar for unlimited ships. Then, press N to advance a level. Or, try defining your keys as Y X E S (in that order) for unlimited ships.

CYBERNOID II

On the title page, type NECRONOMICON for unlimited lives. Pause the game and hit N to advance to the next level, or L for the current level. If you define the keys as Y G R O (in that order) you get infinite lives.

D-GENERATION

Type in the DEATH as the password for, er, something.

DALEK ATTACK

A lot of people are having trouble getting into the city from the caves. After you have destroyed the tunnelling machine and survived your encounter with the Super Dalek, go through the door he was guarding. You will then find yourself in a small room with no obvious exits. Use your grenades to destroy the floor section and you'll find yourself on your way to the city.

DALEY THOMPSON OLYMPIC CHALLENGE

To begin each level with 3 full cans of Lucozade, get on to the high-score table, and type HINGSEN-J in place of your name, followed by a quick press of the DEL key. The high-score table will now be titled DEMO, so type in -J again, which will change the title to MEGA DEMO. Now restart the game, and press any of the F keys to choose an event to play with a full quota of Lucozade.

DAMOCLES

On Midas reference 577-341 you can find a pyramid which contains a magic crystal. To use it, you'll need the book from the trader at Eris Capital City (13-5). Reading the book while in possession of the crystal will allow one wish to be granted. You may like to try some of the following wishes.

I WISH I HAD A CHEESE SANDWICH
I WISH I HAD MORE TIME
I WISH I COULD RECEIVE 1,000,000 CREDITS
I WISH THE UNIVERSE WAS MORE COLOURFUL
I WISH I KNOW HOW TO USE AUTHOR'S COMPUTER
I WISH I HAD MERCENARY 3 NOW

DARK CASTLE

The first thing you do is to go to the shield room. Once there press (W) up and (S) down. Keep them both pressed. This will cause your hero to go up and down between the two screens. After half an hour or so you will have about 25 lives, this is the only screen you can do it on.

DARKMAN

To obtain infinite energy type the word MEACULTA anytime during play.

DARKSIDE

Hold down 2 and 8 then press fire to see digitised pics of the programmers.

DATASTORM

After loading, wait for the high score screen to appear. Hit F10 to view a message.

DAYS OF THUNDER

Enter the qualifying race as normal and pause the game (P). Now type COMEFLYWITHME. The screen should flash to confirm the code, and when you unpause the game you can pull back on the joystick and soar into the air. Use the fire-button to move forward and the function keys to get a view of yourself flying through the sky. NOTE: It might be COME FLY WITH ME (including spaces).

DEFENDER II

Cheat Passwords:
GOATY: Makes you invincible
RAVEN: Activates the following extra keyboard commands during play:
I — Toggles invincibility on/off
N — Go to the next level immediately
D — Fly the first 23 levels on autopilot
INCAS — Replaces inviso with smart laser in Stargate
ANDES — Power is restored every time the ship's laser is fired.
Note: INCAS and ANDES may disable sprite collision

Level Codes:	29: DAFAD
1: START	33: MAGOG
5: FLOYD	37: FUNKY
9: FURRY	41: DONKY
13: BEAST	49: KANJI
17: LEMAC	53: IRATA
21: ZIPPO	57: NEURO
25: LASER	61: STOAT

DEFENDER OF THE CROWN

Hold down the K key as the main game loads. The chosen knight now has 1024 men and 1024 knights at his disposal, as well as improved swordsmanship. If you begin the game at the lowest castle, move all your men in your army and take the 3 high vassal/income territories below. This will give you a lot of men in your army. Move back to your castle ad you will also be able to buy lots of men. When sword fighting move forward, backward, strike, and repeat, you should beat your opponents with no problems. Move your lance until it is just left of your opponents shield, then down a little. Count the number of bounces and on the 5th strike at the lowest possible point.

DEFLEKTOR

The + and - keys can be used to skip backwards and forwards through levels.

DENARIS

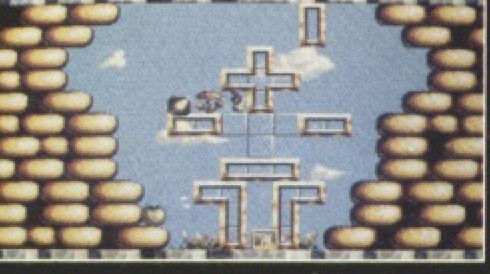
When the data-disk prompt is displayed, insert data disk and hold down `Z while it loads. Then put the mouse into the joystick port #2 and start the game. Remember to hold down the right mouse button down while it loads. You should be in the training mode.

DESERT STRIKE

1) To get to the prison level on level two use this code: TGJZLOK
2) Go to the password screen, enter TQQQLOM, OR AAAAAAA then go to the control screen, (i. e. Joystick Mouse, etc.) then enter a level code:
LEVEL 2: KQJRJTY
LEVEL 3: OLOAHV
LEVEL 4: PTKEFTG

Enter password BQQQAEZ for infinite lives, then go to the control screen. Now go back to the password screen and type in the following codes for the appropriate levels:
TLJICOAP
VLAKTG
JHWWLRQ

DEVIOUS DESIGNS



Level Codes: 1: IYESLWYS 2: PPFBGWLP 3: NPSSLNWS 4: GIWBOLAP 5: IYRAGNOE 6: YLFELNGT 7: NNSPFBBR 8: TNWLFEEN 9: YTMYWBPW 10: No Code 11: YYRNFISM 12: OIEIRPEN 13: YTAIBTLR 14: IOFTANON 15: GIBGIBWF 16: TYWTPRWO 17: IYRNPMLE 18: YYELOEIO 19: NNMPINRE 20: No Code 21: LIBGGNOR 22: GIBOLNGN 23: NNNSFBAM 24: OPPSMBST 25: YTKWWBPR 26: ITNMAMGN 27: GITMEOBM 28: OILFEIAN 29: YOPFBGPR 30: No Code 31: GITAGWSR 32: TPIRYBAN 33: LGOSLWLM 34: GGIBGWLN 35: NNNWYPBM 36: ITYBOLAN 37: LITAGNOR 38: GOIELNGN 39: PPPPFBAM 40: No Code 41: YTNYWFOB 42: ITNNAMNG 43: GITNEOBA 44: OLOLSTMG 45: PLGIBYOB 46: OLITANG 47: GOLGIBEB 48: TNYTPRMG 49: LITPLWLA 50: No Code 51: NNNNYPBM 52: ITPLOLAN 53: LOLGGNOR 54: GOLOLNGN 55: MMMSFBAM 56: RMSFBMST 57: EFWWNBPR 58: WRMMAMGN 59: MWRMEEBM 60: No Code

WTEWVJH
ITOUPEX
Last Level (NUCLEAR STORM)
PEITFTI (CODE)

DEUTEROS

To obtain lost of goods (Supplies), go to the surface stores and press SHIFT and C. The screen should turn green almost immediately. Press SHIFT and C again and you should have an infinite supply of everything.

DOGS OF WAR

Before starting type TIMBO then press F5 for infinite lives. Pressing F5 again turns the cheat on/off.

DOJO DAN

Type while playing WOOLANKIDKICKS-BUTT (the screen will flash to let you know that it has worked). You will now possess infinite lives and you can press S to activate a permanent shield. Also the F8 key completes the level and the F9 key completes a section.

DOMINATOR

Type SHAFT on the high score table for infinite lives

DOUBLE DRAGON II

You can also get rid of the baddies by making them fall from ledges in the game. If works especially well at the end of level II. Go as far as the screen will allow then walk backwards, and fall down from the raised area. You will back down onto the platform below. Move down alongside the platform edge as far as you can and all the baddies will fall down.



DOUBLE DRAGON

Type R U CALLING MY PINT A POOF? (with spaces) on title screen and press Return. Should be able to kill every opponent by pressing the Delete key. When the title screen pops up, type the following: LEVEL ONE PLEASE(start on level one), LEVEL TWO PLEASE (start on level two), and so on until level four, THE LAST LEVEL PLEASE drops you on the last level, GIVE ME MOREHEALTH PLEASE (lots of energy!), I DO NOT WANT TO DIE (invincibility!). Just remember to say please!!! Also, type Neil Harding in the high-score list and something funny happens. . . Play two player game and get both players killed until you have one credit left and the CONTINUE message is displayed on both sides of the screen. Press both fire buttons simultaneously and you will get infinite lives. To avoid fighting the first black muscle-man make sure to kill all of the bad guys up to the girl. When you kill her, take the whip, go up the ladder and keep walking. When he breaks out of the wall he should disappear. Type NEIL HARDING on the high score table for an interesting effect. Type the following on the high score table:
LEVEL ONE PLEASE
LEVEL TWO PLEASE
LEVEL THREE PLEASE
LEVEL FOUR PLEASE
LAST LEVEL PLEASE
I DO NOT WANT TO DIE
GIVE ME MORE HEALTH PLEASE
GIVE ME LOADS OF TIME PLEASE

DRAGON BREED

Pause and type IREM. You'll be given infinite lives and pressing N will teleport you to the next level. At the end of a level, while the next one is loading, hold down the left mouse button, DELETE and HELP together. When the screen flashes you can skip levels by whacking one of the keys on your keyboard.

DRAGON'S BREATH

Spells: INCREASE EYESIGHT (This alas increases health and strength, but reduces your speed)
2 x RASGON Grind and heat
2 x IGELE Normal and heat
1 x ACRUS Mix and heat
INCREASE SPEED
2 x RASGON Grind and heat
2 x AROLIG Normal and heat
1 x ACRUS Mix and heat
INCREASE WISDOM (But reduces eyesight)
2 x RASGON Grind and heat
2 x HALORUS Cut and condense
1 x ACRUS Mix and heat
INCREASE STRENGTH AND HEALTH
2 x RASCON Grind and heat
2 x ULIN Mix and heat
1 x ACRUS Grind and condense

DRAGON'S LAIR

This will demo the ENTIRE game (about 18 minutes worth or a disk I/O error,whichever comes first). You can t play it, just watch the whole game: After the credits have finished loading, and are being displayed (the red light will still be on, but no loading is occurring), press the following six (6)keys, simultaneously: <ESC> R / L N 7 Yes, all at the same time (use your nose if you have to — just press ESC and hold, then press R and hold, etc.). The screen will flash if you did it right. THEN PRESS THE FIRE BUTTON on your joystick. Sit back and watch all the animation.

DRAGON'S LAIR 3

Type TIME0 at any on the title screen. Then press fire to begin the non-existent game.

DRAGON NINJA

During the game type TERRIFIC. Now F3 gives you infinite lives and pressing L advances you to the next level.

DRAGON'S LAIR II — SINGE'S CASTLE



One can play easy mode and still access all the screens. Here's what to do:Select the hardest possible setting before starting the game,this includes not only hard mode but also disabling that obnoxious flip screen feature and choosing only three lives. Then click on the game icon and do as if you were to start the game. When the prompt bar says Click to play instead choose the exit icon and this will bring you back to the startup menu. Now you can select the easy mode and more lives and you will still be able to see all the screens assuming you're deft of hand enough to get to them in easy mode. Hope this helps!

Type GET MORDROC DIRK anytime in the game to see the whole game played through.

DRAGON SCAPE

While playing, ALT and the Down Cursor Key will advance you one level. Load up and play. During level 1, press TAB and 2. You will be transported to Technocity. Do it again, and you will be sent to Iceland.

DRAGON SCOPE

Press the TAB key and then 2 to go to the next level.

DRAGON SPIRIT

Pause the game by pressing F9. Then type DRAGON HEAD , and press F10. There may not be a space between the two words. Don't know what the cheat does. ???

DRAGON WARS

You can multi-task Dragon Wars by typing CHANGETASKPRI -1 in CLI. Hitting Amiga-E jumps to the ending.

DRAKKEN

Create a new set of characters using procedure described in the manual, but with the following changes. When you are asked for the first name, type SUPERVISOR and press Return. Now enter a normal name and continue the creation process. When you use this team of characters, the game works as usual except that when you press F10, all wounds are healed and dead characters are resurrected.

All armour, treasure and weapons inside palaces are restocked every time you enter. Send the strongest character in to grab the equipment, then distribute it among your band. If you need some quick gold, do this repeatedly, then go see the weapon smith. Get all the experience points you want by going to Prince Haagkens castle. Make your way past the bats, past the first fireplace with the trap to the second fireplace. In front of the fireplace is a switch that activates a door two or three rooms farther on in the castle when you step on it. This door leads to a water fountain.

Looking into the fountain transports you to a room filled with water that has a never ending supply of water monsters. Take your best weapon and armour with you. Set your character on auto kill and if he or she is able to hang in there, you can leave the character in the room for several hours or all night killing off zillions of monsters. Do this for each of your characters and you'll easily be able to kill the giant dragon.

DR PLUMMETT HOUSE OF FLUX

F1 sends you to the next level F2 makes you invincible F10 resets fuel and number of ships

DRILLER

When you start the game you will be facing a small shed. Shoot at it more than 20 times and you will be transformed into a jet. Now you will be able to fly around the Freescape world.

DRIVIN FORCE

On the selection screen, with the mouse pointer click on the two I s in the word DRIVING, then when you are ready to start hold down the HELP key until the game has finished loading. You should now see the words YOU CHEAT appear in the nationality boxes of the races and you will qualify for the next race regardless of the position you finish in. When you start the game, your vehicle will not go off of the side of the track but it can be hit by other cars.

DUCK TALES

Investment: Always buy shares in LAKE DOUGHBEGONE. The best prices to buy at are $30-$50. Don t buy any shares at over $70. Money Bank: Always dive in here at least 5 times in the 30 days, this can find a coin worth $1000. Places These are the best places to visit:
EL Capitan
Whatsamatterhorn
Novay
Ayers Rock
Valley of gold
Thunderclap mountain
Bermuda triangle
Tralala
Swansylvania

One of these should bring you a piece of the time machine. At the end of an expedition go straight to the stock exchange.

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SNIP TIPS

No doubt you got great big fat stocking-fulls of fab new games this Christmas, but what I want to know is, have you found any cheats or tips yet? Well if you have, send them to MR TIPS at the usual address and you could win a software prize. Just don't forget to let me know what machine you've got!

MORTAL KOMBAT
Acclaim

A software prize is on its way to Neil Ross of Ilford, for being the first person to have found all the special moves to our stunning demo, not to mention all of the fatalities, babalities and friendship moves! Good work fella. Don't forget to let me know what machine you have in the future, or it's A500 software time I'm afraid…

Cartwheel Uppercut: Hold fire and rotate joystick 360° towards

Dragon Morph: Down, Forward, Back, Back, Fire (up close)

Kombat Tomb Fatality: Back, Forward, Forward, Fire (close — spikes on ceiling)

Friendship: Forward, Back, Back, Back, Fire (No punches on winning round)

Babality: Down, Down, Forward, Back, Fire (As above)

KiD CHAOS
Ocean

Thanks to a Mr R Bridgett of Morpeth (I always feel like Ester Rantzen when I start like that) who's sent in this password to access the cheat mode. Enter HARDASNAILS in the password screen and a new option should appear on the menu screen, allowing you to select any level, as well as infinite lives or time. You can also open exits without taking any damage.

You can also enter ARCADEGAMES as a password to play any of the end level challenges.

CIVILISATION
MicroProse

Hold down SHIFT and type 123456789 for a complete map of the world showing you enemy cities.

FRONTIER
Gametek

Thanks to Matthew Bennet from West Bromwich who, apart from helping with the 'Mirage Mystery', has sent in a little tippet for saving time when flying between locations. Basically, use the auto-pilot to line your ship up, then fly manually until you're about 1 AU away from the target. This saves about two days per 10 AU, which, as anybody trying to complete a tight military mission will appreciate, can be more than a bit handy!

CANNON FODDER 2
Virgin

Well, I've had a number of letters, and at last can reveal that, yes, the cheat from the original *Cannon Fodder* also works with the sequel. By saving a game under the file name JOOLS, your leader becomes an all-conquering four star general!

RISE OF THE ROBOTS
Mirage

Everyone thought this was great, but we thought it was crap! Still, that doesn't stop us from printing your great tips does it? Oh no. In fact, here's a little doobie from a T Rawlings (Don't forget folks, give me your full address and tell me what machine you own, otherwise I can't send you a prize)

Firstly, play the military droid and lose. Then set the options to; Difficulty Hard, Timer Off, 7 bouts, Cinematics On, Shadows On, and Screen Shake On. Select two player, and on the handicap screen push left so that the red bar moves about a quarter into the player one side and back again about six times until the screen flashes. After this has happened, cycle through the opponents and after the sentry droid, there she'll be. Player two can now play as her, with special moves being; down, towards, up, for a mutation, or; down, back, and up, quickly, to melt and reform. Ugh.

ZEEWOLF
Binary Asylum

Mr D Cox of Leicester wins himself some free software for being the first in with some codes for the excellent chopper bash, *Zeewolf*.

Mission 5 IMAGO
Mission 9 TIBURON
Mission 13 ARGUS
Mission 17 MARTEN
Mission 21 SOCKIN
Mission 25 GANNPAU (You have to complete the last eight missions together).

After mission 32 you receive another code — FRAMPAGE — which enables you to run through the levels again, only this time controlling a Kestrel jet. Funky stuff or what!

MARVIN'S M.A.
21st Century

Hello! Well bugger me sideways if I haven't got an absolute chip bag's worth of codes giving access to every fifth level in this loverly little platformer!

HEART OF GLASS
BIG BANG SYSEX
DOING THE DO
ZERO PLUS ONE
SPIKKELS
MOTORCYCLE
SO ALIVE
TWIN PEAKS
FALLING
APHEX TWIN
ELASTICA
MAX GOLDT

ROADKILL CD32
Acid Software

I've been flogging this little darling to death, and here are just a few of the passwords I've managed to compile. Enjoy. "Hammer wins!"

LQPONTCONF
HQPOOTCMJM
PQPOPGSPRT

FRONTIER
Gametek

Blimey! More *Frontier*, but this time advice about tackling missions, from a Steven Kilcline from Worcs. After you've done a bit of trading and have a bit of cash in the kitty, start working on missions for the military. Buy yourself a Cobra MkIII with a class 3 Military Hyperdrive, as well as a radar-mapper, a hyperspace analyser, an auto-refueller, autopilot, a 1Mw beam laser, laser cooling, 3 shield generators, atmosphere protection, a naval ECM system, an energy booster and around 19 tons of military fuel. Do all of the military missions with a ship like this as it is quite fast and quite hard. I recommend doing missions for the Imperials, which can be taken from their military base on Faerce. Apart from giving out tons of missions, this is a good location as you can take the ones to Sohoa and Vesquess and reach them quickly.

THEME PARK
Bullfrog

Here's a little tippet from Ian Young of Sheffield. Sell a park for more than £100,000 and then buy the United Kingdom land. Open the park and research New Shops to 100 percent, costing £9999, put the speed up to 'Ultra 4000' (even with an A1200) and wait two years. Around June it will have finished researching New Shops. Research New Features, and then New Rides should start flashing on screen. By Christmas going into 1997 you'll have all the rides, all the shops and all the new features for less than £30,000.

And another *Theme Park* cheat from Tim Manns and Thomas Morgan…

At the start of the game, put it on the 'Sim' game style and put lots of money towards research for tree shops etc. On about December 10th go to the blue options bar at the top of the screen and change it to 'Sandbox' mode to get rides and shops to the end of the year as well as ones during the year. Then put a Big Time Fries and Pokey Cola next to each other, and put maximum salt on the fries and maximum ice in the cokes. This way the little people will buy buy buy! Just make sure you have a few handymen to clean up all the sick!

RUFF 'N' TUMBLE
Renegade

Thanks to the zillions of people that sent in these level codes…

World 1:	FANTASY FOREST	None
World 2:	ROCKS AND STUFF	6581
World 3:	SPARKS ARE FLYING	3178
World 4:	DESTINY CASTLE	8392



GAMES SURGERY

Bloody hell! Has Christmas gone already? That didn't take very long did it? Oh well, best get back to the business of answering your queries I guess. Oh, and thanks for the Matt The Medic jumper, nan. It's... loverly.

Dear Matt the goaty Medic,
I've just managed to reach the rank of Lord for the Imperials in *Frontier* by doing tons of missions from the Imperial base at Faerce (I thank you!) The only problem is that they've now started offering my photo missions, and though I don't want to disappoint the little chaps, I'm not really sure what I'm supposed to do. Do you or any of your readers know?

Kevin Slone
Ipswich.

Okay. Firstly, never take on a mission that gives you less than a month or two to complete. Secondly, get yourself something like a Cobra Mk III with a class three military hyperdrive or you'll never get there and back in time, and as soon as you accept a photo mission, sell your shield generators and buy as much military fuel as possible. The Imperials will then fit a camera to your ship and teli you which planet and system to head for. Right, now launch from your base and hyperspace straight to the system with the hidden base and use the autopilot to fly to the planet. Take manual control once you're close enough and move in at about 15,000 km/h. You should be able to see on the planet somewhere a grey dot (you might have to get a little bit closer), which is the base. Target this and move in. When you get to about 100km away from it, billions of enemy ships will launch and get ready to attack you. Will a clever mixture of skill and luck you should be able to fly past them, activate the camera when the base is about 60km away, and either shoot down some ships to get your Elite rating up, or hyperspace away. Check the missions screen that says DONE underneath the amount which you are getting for that mission, and then hyperspace to the nearest solar system with a base so that you can refuel. Now go back to your original base and collect the cash.

Dear Matt,
Please, please and PLEASE help me with *Gobliins 2*. I haven't got a clue how to get the diving gear needed for World 4. If you don't help, I'll have to to come to your house and shoot you.

Dominic Harbot,
Bolton.

Er... nice thought mate. Anyway, I shall ignore your weedy threats and simply answer your question. The overall aim here is to get the blacksmith to forge the key to the chest which will provide the diving suits needed. Use the pointer to find out the names of the guards and then put the mayonnaise near Gromelon. Take Finkle (F) up onto the shelf and get him to jump onto the mayo', which will cover Gromelon in the stuff. While he's otherwise engaged, get Winkle (W) to steal his sword. Now get W to activate Rustik. this will cause Stalopicus' mouth to open, in which F will find chewing gum. Take it and use it in the chest lock to obtain an imprint. Now take this back to the forge and give it to the blacksmith along with the sword. Okay, that should at least get you moving in the right direction. Let me know how you get on.

Dear Matt,
I've recently acquired *Cannon Fodder*, which is a brilliant game. Trouble is, I've reached mission 19, and although I've blown everything up that there is, I just can't figure out a way to get to the helicopter on the centre building roof to finish the job. Do the white discs on the floor do anything?

Andy Pontin,
South Humberside.

Aha! Indeed those little disc things do do something very important (do do do!) Split your team up, and stand each of your fellas on a separate disc. Let's see what happens shall we...

Dear Matt The Medic
I am having some trouble with the brilliant *Monkey Island 2*. In part two, I can get the map pieces, but when I try and get the third piece from the guy in the cottage on Phatt Island, we have a drinking contest and the drink knocks me out. I've heard that you've got to watch Captain Kate get arrested and then rescue her. Please tell me how to get my hands on the near-grog — it's driving me mad!

Martin Handsdale,
Birmingham.

Basically, when you first arrive on Phatt Island, use the leaflet to put Kate's face over yours on the wanted poster. Leave town, watch Kate get arrested, and then go to the jail. Take the vanilla envelope and open it to find some near grog. Then set Kate free. NEXT!

Dear Matt,
Please could you tell me how to get my gold coins from 21 to 30 in *Simon The Sorceror*. Thank you.

Scott.

Er... great name and address there mate! Anyway, I've had a similar request from a Miss Rachel Clarke (hi baby) and having just had a read through my supplied solution, the only real mentions of cash I can see are, firstly, when you use the magnet with the rope and dangle it down the hole near the dragon's cave, and secondly, when you talk to the dodgy geeza in the village square and offer him the gem. Apparently, this will get you at least twenty coins to add to your stock.

SHOW-OFF SHELF

As always, ta very much to everyone who's helped out. Don't forget to tell me what machine you have, or you've got no change of winning a 'thank you' prize!

MEDICATION REQUIRED

• Lee Mortimer asks if there are any cheats for *Micro Machines*
• Martti Drachman from Finland would like some answers for *Elvira 2*. How do you put out the burning room in Studio 2's ghost house? And what are the exact ingredients of the resurrect spell?
• A Wickenden of Bognor Regis would like any tips for *Graham Taylor's Soccer Challenge*.
• Joe Dwyer can split his million dollars in *Larry 2*, but doesn't know what to buy, or where the boat is.
• Mrs V A Slade from Dylesbury wants to know if there are any level codes or cheats for the Team 17 cutey, *Qwak*.

FREE PRESCRIPTIONS

• Following a recent promotion (you only had to ask!) Matron Mark Robins has once again provided the goods, with a solution to Coryn Jenvey's *Curse of Enchantia* problem. Assuming the buttons are numbered 1 to 4 from left to right, try pressing the combination 1, 3, 4, 3, 2 to extend the bridge. Mind you, Nurse Scott Ferguson reckons that the combination is 1, 2 then 4. Who do you trust?
• Nurse Scot also has an answer for Gloria Lawrence's *Fantastic Dizzy* query. To get past the dragon you have to give it the golden egg that Grand Dizzy gives you when you cure him. As far as Martin Slater's Dizzy problem goes, to grow the bean you need to first put the bean in the manure (four screens right of the crocodile). Walk right and use the bucket (found behind the locked door in the top left corner of the castle) on the puddle, and then use the bucket of water on the manure and bean. Huzzah! A copy of *Microcosm* is winging its way to you as we speak.
• Chief Surgeon Lee Mortimer has the answer to Simon Brown's *Bubba 'n' Stix* prob' from the November issue. To get past the rock that's blocking your way, jump off the third floating rock and throw Stix over the blocking rock, landing back on the second rock. Stix should hit the rock on his way back to you, making it fall into the lava. Mind you, in yet another clash of opinions, that bloke called simply 'Scott' reckons that, once you come to the blocking rock, you should go back the way you came across the lava until you're in a short tunnel. By jumping up and hitting the roof with Stix, you'll start an earthquake, and when you return to the blocking rock, it'll be gone. Two options for the price of one!

THE SURGERY IS NOW CLOSED

Well that's it. Any queries you have are more than welcome up me, so keep 'em coming. The address for your letters is: Matt The Medic, Games Surgery, *The One*, 30-32 Farringdon Lane, London EC1R 3AU. Please don't phone in or send SAEs as I'm too busy to write back, and if you phone I'll only fob you off with the publisher's phone number.

YOU'VE FOUGHT THE OTHERS..

..NOW FIGHT ME!

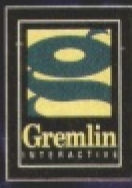
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WIN! THIS AMAZING VIDEO RECORDER, PLUS A COPY OF SHADOW FIGHTER, AND A SUPER VIDEO WITH SOME FIGHTING IN IT...

...COURTESY OF Gremlin INTERACTIVE

Shadow Fighter, it's great isn't it. Great name for a great game. Ah but what is a 'shadow fighter'? There's shadow-boxing, which is what boxers do as part of their training. There's very probably been an aeroplane called a 'Shadow Fighter', because it's far too good a marriage of concepts for the marketing men at any aircraft manufacturer to pass up: you've got your shadows — elusive, mysterious, and, crucially, impossible to hit, and then 'fighter', er... sort of likes a bit of a punch-up and comes bristling with weapons. 'The F34 Shadow Fighter represents the very latest in sneaking-up-undetectably-and-dropping-bombs-on-people-technology'. Nice ring to it, eh? Er, what was I talking about? That's right, the Shadow Fighter; just what, basically, is one?

In Gremlin's rather naughty BEU, the 'shadow fighter' is the evil looking bugger at the end of the game that looks a bit like Lon Chaney's *Frankenstein*, only a damn sight harder, in a 'there's no two ways about it mate, I am definitely going to kill you' kinda way. One look at that 'sea-marge' complexion, (c.f. C. A Swinburne) those angry eyes and the amateurishly-stitched flesh-wounds and the things which leap immediately to mind are unlikely to be frilly, or set gently on a paper doily. Not on one's Eleanor.

But any road-up then, this competition. Fancy a new all-singing, all-dancing video-recorder, that doesn't sing or dance, but does play videos quite brilliantly? Want a copy of Gremlin's eponymous pen-umbrian pugilist? Know what I'm on about at all? Fortunately, you don't need to.

WHAT YOU MUST DO NOW

Give someone a hug. Then because you feel nice all over, take a gander at our Shades Gallery and match the names we've listed to the to the numbered silhouettes of famous Amiga BEU characters. Hang on though, that's a bit easy isn't it? Ah, but one of the silhouettes isn't an Amiga BEU character, but someone else entirely! So just to recap, there are 10 silhouettes. Nine of them are games characters, while the tenth is just some bloke. Geddit? Right, so answers on a postcard or for the tightwads, a stuck down envelope to: Me and My Shadow, *The One*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

FIGHTER PRIZE... ER PRIZES

The first correct name out of our big hat wins the brilliant video recorder, a copy of Gremlin's awesome Bristol Beaufighter-of-a-game and a video with lots of fighting in it. Could be Bruce Lee's *Enter the Dragon*, or Jean Claude Van Damme's seminal work, *Kickboxer*, or maybe even the film that brutalised an entire generation, the remorselessly mindless *Carry On Up The Khyber!* The fact is, we haven't decided yet. The nine runners-up will all get a copy of *Shadow Fighter* (A5/600, A1200 or CD32 depending on what machine you've got, so as always, don't forget to let us know). The closing date for your entries is March 28th 1995.

There now follows a load of twaddle which makes sure we don't cheat and that you can't get stroppy if you don't win. You don't have to read it.

Those Rules in Full.

1). No employees of Emap Images or Gremlin Interactive may enter.

2). The Editor's decision is final and no correspondence will be entered into. Ever.

3). Disappointingly, that's it.

SHADES GALLERY



MATIKA OKURA KUNG LAO
MYSTERY GIT JANIKA
TENKO RAYDEN
SORIA SALVADOR REPTILE

Sensible World of Soccer



Sensible Software



There I was last September (and I'm talking 1993 here!) promising to keep you all up to date on competition winners, and then Simon went and cut me out! Well, the balding git has gone, so once again I pledge to be the carrier of good news to all. Please accept these pages with my humble apologies, and the assurance that from now on competition results will be appearing regularly in News. We won't be printing the Recommended winners, simply because 1) there are so many, and 2) winners will already know because they will have received their little snippets of software in the post. But other than that, your details will have been sent off to the relevant companies before you see your name in lights. Good luck, then.

THE PSYGNOSIS 'GREAT COMPO'

Congratulations to J Topping of Wigan, who wins himself a family ticket to Alton Towers. Five runner-up prizes of *Globdule* go to:
Alex Hunter, Christchurch.
Adam Pigg, Oulton, Wigton.
Nigel Parker, Brighton, Basingstoke.
Steve Morris, Lowerhouse, Burnley.
A Jackson, Gainsborough.

THE OCEAN HIT SQUAD 'BUMPER FESTIVE COMPO'

And the lucky fella who wins every Hit Squad game ever, is Kevin Piybley of Aberdeen. Oh, well done!

THE VIRGIN MORTAL KOMBAT 'EGO TRIP'

Ah, who could forget that glorious compo with my good self looking all sexy in leather? (We're still trying to forget that, actually — Everyone). This was an absolute prize-fest, with ten winners taking away a copy of the game and a T-Shirt. And those lucky names were...
Barry Tew, Northampton.
Robert Reacord, Handsworth Wood, Birmingham.
Adam Pigg, Wigton, Cumbria.
Gordon Akitt, Silloth, Cumbria.
Gavin Barron, Whiltshire.
D W Burrows, Skelmersdale.
Alex Wyatt, Welshpool, Powys.
Steven Walding, Bedworth.
Z Gumede, London NW11
R M Minchin, Longlevens, Gloucester.

THE GREMLIN — DISPOSABLE HERO 'GREAT GIVEAWAY'

And the lucky lad who wins an A1200 and a copy of the aforementioned *Disposable* chappy, is Lee Goggin of Manor Park. Three runner-up prizes of game copies go to:
Mr S P Storebridge, West Midlands.
Mr G Wilson, Snodland, Kent.
Chris Jones, Winchester, Hants.
While five further T-Shirt prizes go to:
Sally Alexander, Bishopstoke, Hampshire.
Dave Brown, Tyne and Wear.
Andrew Ball, Cannock, Staffs.
Christopher Lord, Middleton, Manchester.
Mr I K Nicholls, Redcar, Cleveland.

THE US GOLD — WINTER OLYMPIC 'BRR, BIT NIPPY'

Three lucky readers grab themselves an extraordinarily sexual jacket, not to mention a hearty handshake. Well done!
Mrs Teresa Street, Huntingdon, Cambs.
Jonathan Goodfellow, Houston, Refrewshire.
Mr R M Norris, HMS Rooke, Gibraltar.

THE TITUS 'RABBIT GAME' COMPO

Paul Kerton from Hucclecote, Gloucester wins himself 18 Titus games. Jolly good show.

THE TEAM 17 COMPO

Mr Geoffrey Blackwell of Witney wins himself a CD32 and four games courtesy of Team 17, while five runner-up packs go to:
Hugh Blackwood, Gorseinon, Swansea.
Neil Bridges, Mansfield, Notts.
Martyn Cox, Droitwich, Worchester.
F Maulkinson, Lancashire.
Mr P Cain, Douglas, Isle Of Man.

THE TITUS LAMBORGHINI GOODY BAGS

And the gigantic goody bag goes to... Mr D J Heathcote of Clwyd, North Wales. (Not bad for a Welshy eh? — Andy.)

THE PSYGNOSIS — 'LAING-HENRY'

One Winner — a CD32 and copy of Microcosm

A CD32 and a copy of Microcosm are now winning their way across to Al Sewert in Essex who, I imagine, must be quite chuffed! Runner-up T-shirts go to:

Scott Rowlands, Waterloovile, Hants.
Raymond Orchard, Poole, Dorset.
Lee Coady, Ribbleton, Preston.

THE CHAMPIONSHIP MANAGER COMPO

Five lucky folks win themselves copies of the Champ' Manager double packs, and they are:

Mr Dale Loghridge, Greenisland, Carrickfergus.
M Longhorn, Stoke Bishop, Bristol.
Peter Graham, Helensburgh.
John Cornelius, Stoke-On-Trent, Staffordshire.
Dave Peel, Launceston, Cornwall.

THE RASPUTIN 'WINGS OF A DOVE'

Ten happy winners get to enter a knockout tournament, with a chance to get inside a real flight simulator. Wow!

Paul Conley, Cirencester, Glos.
Sean Trainor, Eastbourne, Sussex.
Richard Taylor, Birmingham.
Nigel Nash, Rugeley, Staffs.
Thomas M Fields, Dronfield Woodhouse, Sheffield.
Scott Donnison, Winchester, Hants.
Mr R Allman, Stoke-On-Trent, Staffs.
D Ralph, Oakham, Leics.
David Fairweather, Blackburn, Lancashire.

THE GREMLIN 'MATHS-TASTIC'

One fortunate winner picks up an A1200 plus copies of *K240*, *Legacy of Sorasil*, *Zool 2*, *Lotus Trilogy* and *PM2*! Phew crikey. And the winner is:

Mr S High, Brace Bridge Heath, Lincoln.

While five runner-up copies of *K240* go to:

Steve Morris,Burnley, Lancs.
Kevin Keech, Shorham, West Sussex.
Paul Lindridge, East Sussex.
Darren Wilks, Withycombe Road, Exmouth.
James Pinner, Trowbridge, Wiltshire.

THE RENEGADE ELFMANIA COMPO

Hello! Who's that looking all trendy in their new jackets? Well, if I'm not mistaken, it's Colin Gordon of Fife, and Mr Michael Jones of Quinton, Birmingham. Gosh, you look great!

THE GREMLIN 'MURKY DEPTHS'

One winner — Fifteen GBH games

Stephen Holt from Eccles, Manchester wins himself fifteen GBH games, with runner-up T-Shirts going to:

Matthew Innes, Middleton St George, Darlington.
Mark Bobowicz, Southfields, Northhampton.
Mr D Layne, Rotherham, South Yorks.
Stuart Cain, Rainham, Kent.
Neil Rudolph, Stenmore, Middx.

THE SOFTWARE BUSINESS 'LOAD OF BALLS'

And a brand spanking new football table is now on its way to... Abrose White of Berkhampstead, Herts.

THE US GOLD 'FOOTBALL FEVER'

One Winner - Baseball Jacket, T-shirt,

Grant MacGregor from Strathclyde wins himself a baseball jacket and a T-shirt, while an official WC'94 Tracksuit and T-shirt go to Mark White of Essex. Two runner-up T-shirts and sports bags go to:

Holly Alexander, Eastleigh, Hants.
Richard Walker, Dudley, West Midlands.

THE RENEGADE — RUFF 'N' TUMBLE TREAT ME RUFF

One Winner — £100 vouchers for Quasar: Lee O'Conner, Lower Kerswill, Dipford, Totnes, Devon TQ9 7PF

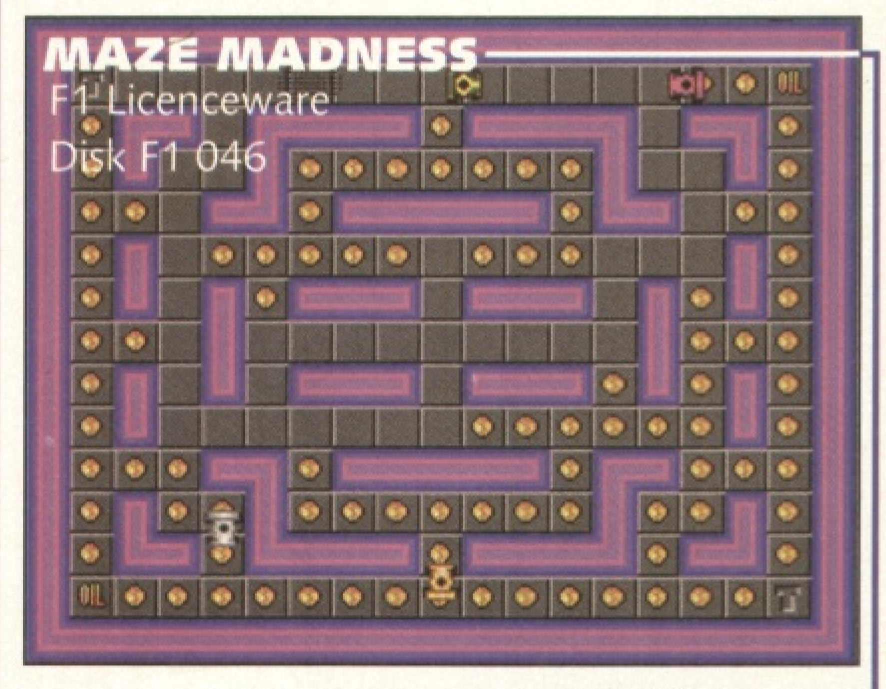
Runner-up — Silly Gun Thing Thomas Woodward, 1 Gravel Pits Close, Bredon, Near Tewksbury, Gloucestershire GL20 7QL



Matt Broughton may have put on about six stone over Christmas, but we've still managed to squeeze him into PD Zone. Phew, that was close eh?

MAZE MADNESS

F1 Licenceware Disk F1 046



It has to be said that some programmers waste their talents on boring concepts. By the quality of their products, you can tell that they can program, and as such, you feel a bit of a git slagging a game simply because the subject mater is utter pap. Of course, part of a programmer's skill is selecting an interesting idea to work on in the first place, but that doesn't stop me feeling bad about slamming something that has obviously had a great deal of time spent on it.

Maze Madness is an attractive and slick little game, but being a cross between *Pacman* and the old arcade classic *Dodgem*, it's hardly likely to blow your pants off. The concept is a simple one; drive across four worlds — each with four levels — clearing the screen of dots while avoiding enemy cars. You have a limited amount of oil which can be dropped in front of chasing cars, thus delaying them for a couple of seconds, as well as two teleporter pads on each level. Er, other than that, that's your lot!

I'm going on strike, Matt. What can I say about this?...

The graphics are very attractive, if a touch limited by the subject, while the artificial intelligence is challenging. The odd bonus appears *Pacman*-like in the centre of the screen, but for the most part your success lies in watching the other three cars and making sure you don't get trapped.

As I've already indicated, *Maze Madness* is a nice enough game, and a good bit of programming, but I can't honestly say I'll ever have the desire to play it again. Soz.

OVERALL 64%



Or indeed, this? It's got purple in it?



TRICK OR TREAT

17 Bit Software Disk 3270 (AGA only)

I imagine most Amiga users are fairly hacked off with hearing about *Doom*. As soon as anything with a 3D engine appears these days, off we go, harping on about how "it'll never compete with *Doom*" etc. etc. and the average Amiga owner has to be content with stealing into dad's study to touch his Pentium.

Well forget all that, 'cos til *Death Masque* (or whatever) appears, anyone armed with a mate and an A1200 can have a sample of head-to-head 3D-ness in the comfort of their front room (unless, of course, your front room, like mine, happens to be extremely uncomfortable).

Trick or Treat is a simple 'find your friend and kill him' affair, with you set as two rival wizards roaming around an mazy outside arena armed only with, er... your arms. Yes, you start with no weapons at all, and in fact have only a compass and a little window for company. Though you can see your opponent's window, due to the identical *Legends Of Valour* landscape, you never know whether your mate was just round



Wizard wheeze what! Er no...

MARTIAL SPIRIT

17 Bit Software, Disk 3311

If there's one thing the Amiga is starved of, it's good quality beat-'em-ups. Sure, we've had the *Body Blows* gang, the 'attractive-but-crap' *Rise of The Robots,* the excellent *Mortal Kombat* and now the lovely *Shadow Fighter,* but if you look at how many are available on some of the other machines, we are a touch lacking in that department.

Fortunately, if you can't afford any of the newer releases we can always depend on the PD scene to supply the odd doodah to play around with — and *Martial Spirit* is no exception.

This demo had a one or two player option as well as three skill settings, but only contains two of the characters available in the full game (well, that's the idea of these demos I guess — get your wad out). The special moves are quite imaginative and easily pulled off (at least, they are if you're familiar with the moves used in *Street Fighter 2/Mortal Kombat*) and though the animations can be a little bit wooden, the graphics are colourful and sharp throughout.

The computer opponent is fairly intelligent and in some cases a right old git, pinning you to the corner and beating you quite plop-less. The game also has quite an interesting power system, where you can charge up your character by holding down fire. Though this may sound like a



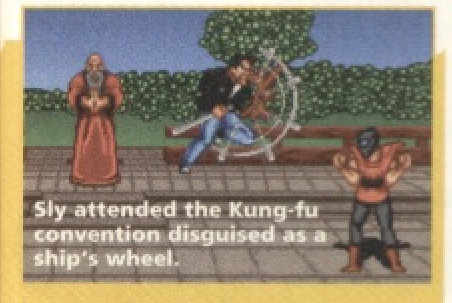


Any little children that knock on my door next Halloween and demand a 'trick or treat' will get told to sod off back to America.

the corner or miles away.

When you start, the first thing to do is find the doors that are placed around the gaming maze. Upon entering a door, unless you or your opponent have already been there, you'll receive a spell. Spells range from invisibility, to blindness, fireballs, and even a jamming spell which sends your compass spinning round so your opponent can't tell which direction your moving in. Another particularly annoying spell is the one that teleports you randomly around the game area. Annoying because it can take ages to track down your prey, only to watch as he sods off pronto! The game view is small, but as with all head-to-head two player games, it's fun. Perhaps the area should have been made a touch smaller, thus promoting more combat and less hunting, but other than that, it's an interesting program. It would be nice to see someone do something further with this winning idea.

OVERALL 86%



Sly attended the Kung-fu convention disguised as a ship's wheel.

hybrid of *Body Blows* and *ROTR*, it actually works differently in practice, with you using any quiet seconds to power-up a little bit more, ready to unleash the full effect in the next clash.

Martial Spirit is certainly one of the more professional offerings in the PD beat-'em-up sector, and the full game could be well worth a looky.

OVERALL 80%

WHEELIE

F1 Licenceware Disk F1 053

As with the Amiga, when I was a proud Spectrum user there were only a few games that I would always come back to time and time again (and what with most of them taking about five minutes to load up, that's a tribute in itself). *3D Ant Attack* was a regular, as were *Laser Squad*, *Rex*, and *Lunar Jetman*. It was, however, only upon loading this PD offering that I remembered another 'old chum' that often helped to while away those boring Sundays (before the band and Sunday trading laws obviously). *Wheelie* was the name, and wheely-ing was the game. And, thanks to the ever-nostalgic world of PD, it still is!

The story behind *Wheelie*'s game play is a ludicrous affair that hardly warrants mentioning; so, here goes. Essentially you are a motorcyclist who gets whisked away to some weird nightmarish land inhabited by giant hedgehogs and kangaroos. You have to travel from the far left of the level to the far right, without running into any of the aforementioned killer wildlife, or running out of fuel. Fuel can be collected at various places around the level, but not before you've driven up a number of dead-ends, as the driveways branch off up and down numerous levels.



Colin's Dinky collection did the decent thing and hid in the yew tree.

Controlling your speed is a major factor to *Wheelie*'s game play, as patches of ice must be cautiously traversed, stranded double-deckers need to be jumped (and I don't mean the chocolate variety), and ramps in the road must be wheelied over to avoid new front teeth replacements.

To be honest, either my memory of *Wheelie* is inaccurate, or this clone has some vital element missing. It's somehow frustrating, where the original was more challenging. The author makes a note that he's only changed some of the graphics to bring it up to date, but this goes further to show how very simple the concept is compared to the games of today.

I hope that I've just become far too sophisticated a player to remember how to play such a simple game as this (ahem!) but this is still a touch of nostalgia. Not to be mistaken for a really great game.

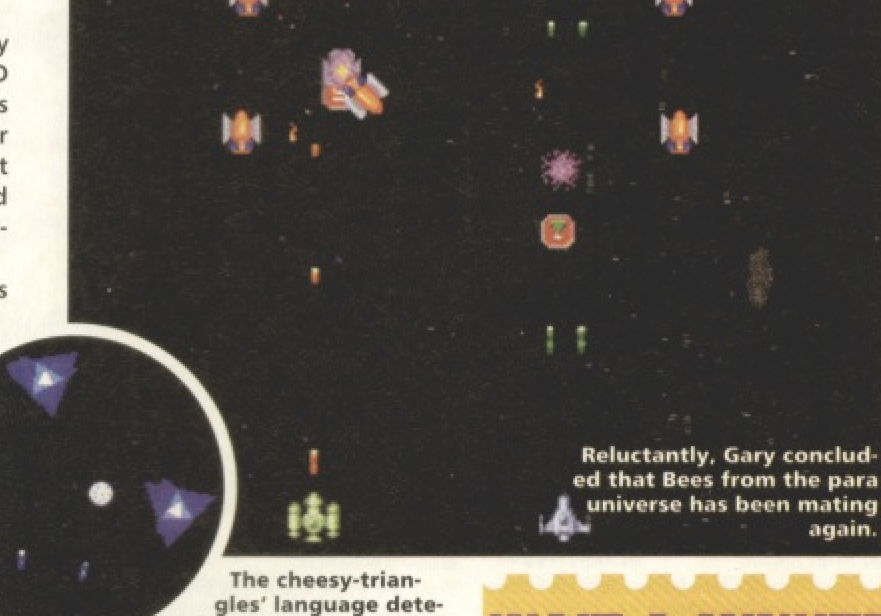
OVERALL 62%

DE-LUXE GALAGA

Online PD Disk CL75

Deluxe Galaga has actually been floating around in PD land for quite a few months now, but considering I've never reviewed it, not to mention the fact that the new version has just arrived (V2.4 to be exact, version serial number fans) I thought, 'why not?'

The main difference between this release and the previous *Deluxe Galaga* offerings, is that you can now have two player simultaneous games which, as you might imagine, are tremendously more fun than single or the 'taking turns' variety of two-player games.



Reluctantly, Gary concluded that Bees from the para universe has been mating again.

The cheesy-triangles' language deteriorated as soon as the fridge door was closed.

The actual gameplay is much as you'd expect, with tons of little colourful aliens steaming down the screen towards you, while you reply in kind, with streams of death shooting back up the screen towards the buggers. The variety of aliens is impressive, as are the sound effects and music, both of which can be spread over four channels for extra audio supremacy (you lost your way during that sentence didn't you, goat face? — Harry.).

Additional changes to the version include the weapons downgrading as you lose a life (i.e. get killed with triple lasers and you'll go down to doubles rather than back to the beginning single laser). There are also a few more extra icons to collect from dead aliens, such as a rather nice little bonus game, where you flip tiles and have to match icons to receive bonuses.

There are a few graphical changes to the game from the original version, but these are few and far between and don't really make any odds to the game. The presentation has also been slightly improved with clearer status panelling and scoreboarding.

This remains one of the most impressive PD games ever, and having played two-player games with most of the people in the office, the general opinion is that is should be a full price game. Snap this up, because I guarantee that you won't be disappointed in any way whatsoever.

OVERALL 95%

WAIT A MINUTE MR POSTMAN

- **F1 Licenceware, 31 Wellington Road, Exeter, Devon EX2 9DU**
  Tel: 0272 425987
- **Online PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX**
  Tel: 01704 834335 (three free cat. disks with any purchase)
- **17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire WF1 1DH**
  Tel: 0924 366982
- **Cynostic, Office 01, New Enterprise Centre, Little Heath Ind. Estate, Old Church Road, Coventry CV6 7NB**
  Tel: 0203 681687

RECOMMENDED

Aladdin

Publisher: Virgin
Issue Reviewed: November 1994

Amazing animation and gorgeous graphics in this platform conversion from the Disney movie. Shorter than some, but longer than your average magic carpet ride, Aladdin takes the Amiga by the scruff of the neck and bellows 'A Whole New World' in its face.

90%

The Clue

Publisher: Black Legend
Issue Reviewed: September 1994

Become London's next Mr Big without ever leaving your bedroom! Yes, The Clue is the proof that crime plays! From humble tea-leafery to bigger blagues wiv' shooters 'n' slags, you've got to stay one step ahead of the 'Filth' and keep out of the Scrubbs.

88%

Fury of the Furries

Publisher: Mindscape
Issue Reviewed: January 1994

A vexation of voles? Rjles of rabbits? A pique of pine-martins? A seethe of stoats? A bristle of badgers? A miff of marmosets? No, not really, just a great platform/puzzler featuring some small furry animals. It's addictive, it's fun and it'll test your reflexes.

90%

James Pond 3

Publisher: Millennium
Issue Reviewed: June 1994

The third Pond platformer is huge. And bloody fast. In operation Starfi5h Pond weighs in with a leaner meaner Connery of a performance to set against his Dalton in Robocod. OK, so there's less colour, but there is more character and more gameplay.



90%

AB Tower Assault

Publisher: Team 17
Issue Reviewed: January 1995

Team 17 is back on familiar territory with this, the sequel to the sequel that first established the company as one of Britain's leading Amiga developers. It's more of the same, but this time with some Towers in it. And doubtless some assaulting.



85%

Crystal Dragon

Publisher: Black Legend
Issue Reviewed: December 1994

Good Lord, it's a tad expensive, but by crikey 'tis the best ever RPG in the sacred board game style, featuring dragons, er some crystal, and the usual gang of consonant-heavy characters stuck in a tricky situation with an evil wizard.

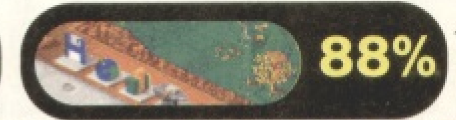


90%

Genesia

Publisher: Team 17
Issue Reviewed: December 1993

Huge society-building thing, similar to The Settlers, but not as easy to get in to straight away. Start off with a tiny tribe, and watch your civilisation grow into something that makes the Roman Empire look like a chain of cheap Pizza Restaurants



88%

Jungle Strike

Publisher: Ocean
Issue Reviewed: December 1994

Helicopters galore, but not, it must be owned-up to, all that much jungle, in this the rocketworthy successor to Desert Strike. This is Comanche territory, so it may come as a surprise to learn that we can recommend it to you without reservation. (Doh!)

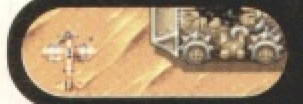


86%

Banshee

Publisher: Core
Issue Reviewed: July 1994

Banshee is a roller-coaster ride to hell. In a buzz-bird called Banshee. Test your trigger finger and powers of concentration in this Tora! Tora!-tastic one or two-player flight of fantasy er... blowing things to kingdom come. It"s great fun, basically.



89%

Elfmania

Publisher: Renegade
Issue Reviewed: June 1994

Kombat comes to the Elf-Kingdom and gets its teeth kicked in by a girl with pointy-ears! Elfmania makes other beat-'em-ups on the Amiga look pretty crappy and the introduction of strategy is truly inspired. We were completely gob-smacked! By some Fairies!



91%

Guardian

Publisher: Acid Software
Issue Reviewed: November 1994

What's this, an original CD32 game that's got oodles of playability? Yes, it's true!! Guardian is the game that CD owners have been waiting for, and an absolute joy to play. You are in space and have to shoot up baddies. It's like Defender in 3D, apparently.

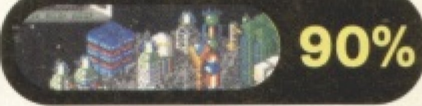


88%

K240

Publisher: Gremlin
Issue Reviewed: May 1994

Populous with asteroids, that's what this is. Begin on your base asteroid, then explore space to find some more. Colonise them. Exploit them. Zap every alien in a race for galactic domination. Build fleets, trade things, mine stuff. Oh, how we loved it.

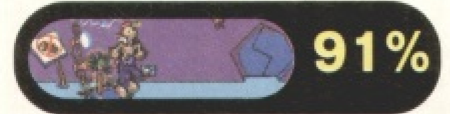


90%

Bubba 'n' Stix

Publisher: Core
Issue Reviewed: January 1994

More platformular near-perfection from Core with this well designed and beautifully programmed game. A bit on the brief side, but as original as a young white trash meets magic piece of wood, meets bad blobs in a tricky-situation-type of scenario can be.

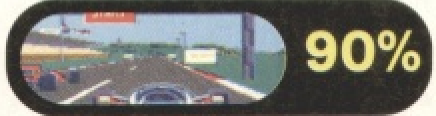


91%

F1

Publisher: Domark
Issue Reviewed: February 1994

From the Frenchmen who brought you Vroom! comes this, the official F1 licence. Actually, it's Vroom Deux, encore vite, but avec le fab two-player mode. F1 buffs might think it un peu unrealistique, mais for the arcade lover, c'est encroyable! Non, vraiment!

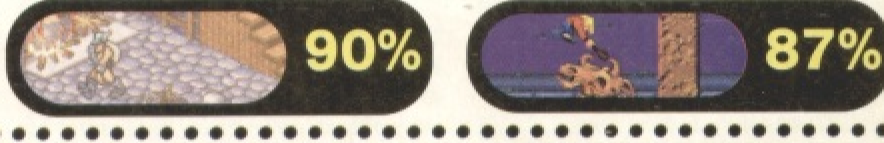


90%

Heimdall 2

Publisher: Team 17
Issue Reviewed: December 1993

Heimdall 2 is the best of its kind. It's got action, adventure and puzzle solving with a smattering of humour in all the right places. Blood, runes, orcs, magic, (but probably with a 'k') and added love interest in the shape of the saucy Ursula to keep you on Loki's tail.



90%

Kid Chaos

Publisher: Ocean
Issue Reviewed: August 1994

Crazy story, crazy game. The kid from the cretaceous age clubs through platforms like a hungry T-Rex after a jet-propelled cow. It's parallax paradise, and the only game more satisfyingly violent than hitting a bank of stinging nettles with a big stick.

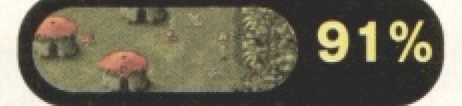


87%

Cannon Fodder

Publisher: Virgin
Issue Reviewed: December 1993

War, according to those wacky Sensible boys, has never been so much fun, and we're inclined to agree. It might look like a simple run around and blast everything affair, but there's a surprising amount of strategy involved if you're going to make it to the end.

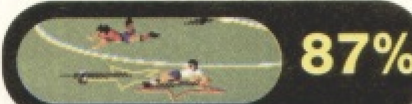


91%

FIFA Int. Soccer

Publisher: Electronic Arts
Issue Reviewed: October 1994

FIFA's here at last and it's bloody great! A bit slow maybe, and rather too much diskular swap foolery, but nevertheless a solid attempt at putting realism back into the beautiful game. FIFA is a totally different way of stringing the old onion-bag. Trevor.



87%

Ishar 3

Publisher: Daze
Issue Reviewed: September 1994

Ishar's back and this time c'est trois! Wohratax the black dragon is created Lord of Sith by the Powers of Chaos for being bad. More silly names and fanciful plot twists from our Froggy chums in this sequel to the sequel with les knobs enorme, er... sur.



87%

Lemmings 3

Publisher: Psygnosis
Issue Reviewed: January 1995

There's an old saying in Greenland: 'When you're tired of jumping-off cliffs, you're tired of life!" How true. So if you know someone who's feeling low, why not give them a copy of this game — it'll keep their mouse-finger glowing during the long arctic nights.



89%



Do girls hate you? When you whip out your Speed King and say: "Hey babe, fancy a play," do they, frankly, smirk? Well, you're probably playing the wrong games! Just try any one of the 40 sticks of dynamite listed below and guarantee yourself some explosive St. Valentine's Day action!

Liberation: Cap. 2

Publisher: Mindscape
Issue Reviewed: December 1993

A brilliant, atmospheric RPG with one of the sexiest intros ever! Really shows off the capabilities of Commodore's CD32 to the full and nearly as nice on the A1200. Basically you have to find out what's going on in this big city where the robots have gone bonkers.

94%

Pinball Illusions

NEW

Publisher: 21st Century
Issue Reviewed: January 1995

Fast and furious flipper-driven action for lovers of all things tilt-ilating and tabular. What else can you say? I don't want to mention the 'Babewatch' table again. This is a family magazine. Read any decent books lately anyone...?

91%

The Settlers

Publisher: Blue Byte
Issue Reviewed: December 1993

Your typical god game, but this time with tiny wee folk. Cute. A medieval setting for your diminutive charges as they build things, do things and keep rivals at bay. Try leaving them at it all night and see what the little blighters have achieved by the morning.



90%

Theme Park

Publisher: EA
Issue Reviewed: October 1994

Longleat schmongleat. Alton Towers, Alton Showers more like! Euro Disney, c'est Eurodismal! How do I know? Because I've licked Theme Park right down to the stick and tasted Sim heaven. What's more, I have sniffed the bottom line and it smells lovely.

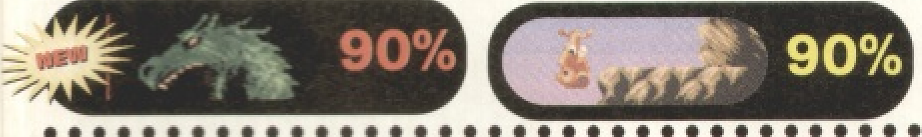


92%

Mortal Kombat II

Publisher: Acclaim
Issue Reviewed: January 1995

More MK, but with a classier look to go with the Roman numerals. Weird end-of-bout happenings to out-fox Snippy the Censor, but basically, hard as a pie baked in Hell's Kitchen and about twice as hot!



NEW

90%

Puggsy

Publisher: Psygnosis
Issue Reviewed: March 1994

On the surface Puggsy looks like a slow platformer with not much going on — which it isn't. Experiment, if you will, with the Total Object Interaction and you'll discover a beautifully animated arcade adventure, with fan-tastic graphics and sound. All right?



90%

Skidmarks

Publisher: Acid Software
Issue Reviewed: January 1994

Superb racer in yer isometric perspective, this game is only a duffer if you play alone. You see, the computer cars are all crap. Skidmarks eh? I'm surprised I've managed to get this far without making a 'pants' joke. But then I'm feeling a bit browned off...



88%

UFO

Publisher: MicroProse
Issue Reviewed: December 1994

'Hello Planet Earth' say odd-looking blokes with frog-spawn for guts. 'Eat lead you fiends from another world, you', replies Porky Pig. Not really. It is up to you to save the planet though, and that takes strategy, dosh and whole ice-cream scoops of death.



89%

On the Ball

Publisher: Daze
Issue Reviewed: September 1994

The only thing OTB lacks is Brian Moore. Fresh as a daisy and as deep as a devil's bit scabious, here's a footy management sim to wander through wearing a big shirt, to linger in and make a fragrant posy for your sweetheart with.

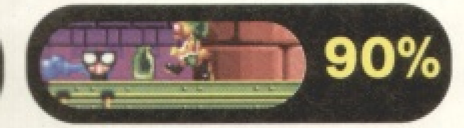


90%

Putty Squad

Publisher: System 3
Issue Reviewed: August 1994

Putty Squad knocks several buckets of poo out of Putty. Thrill to 36 levels of squishy blue fun, which is more squishy blue fun than you can have a-squeezin' things in a policeman's trousers. Probably. Long lasting platform fun for all the family.



90%

Simon the Sorcerer

Publisher: AdventureSoft
Issue Reviewed: February 1994

The Brits at AdventureSoft take on the Yankee might of LucasArts and Sierra with this humorous graphic adventure — and lose. But only just. The interface just isn't as good. The puzzles are tough, but don't let that put you off.

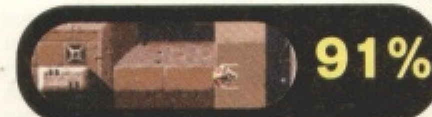


89%

Uridium 2

Publisher: Renegade
Issue Reviewed: November 1993

Souped-up C64 action with 32 colours, 50 frames per second, multi-way scrolling, power-ups and a dreadful case of hyperbole. For die-hard blasting fans Uridium 2 is a dream come true, for the rest its a silly made up name and the second arabic numeral.



91%

Out to Lunch

Publisher: Mindscape
Issue Reviewed: July 1994

His cupboard is bare, and so poor Pierre le Chef is on a tour around some exotic locations (er, apart from Switzerland) to re-stock his larder. Out to Lunch is a tasty platform patisserie with sprites that take the biscuit. And that's no word of a pie!



90%

Roadkill

NEW

Publisher: Acid Software
Issue Reviewed: January 1995

'Don't go buzzing around in that car, killing people, you bugger!' No, it's not a gritty new ad campaign from the DOT — but a warning against Roadkill, the demonic racing game that puts death back into driving. Sponsored by BSM (in a parallel universe).

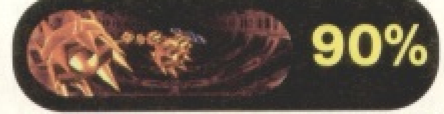


90%

Super Stardust

Publisher: Bloodhouse
Issue Reviewed: December 1994

Super Stardust, then. Or even the now-budgetular Stardust are the ultimate Asteroids clones. Their graphics kiss your eyeball repeatedly and whisper, 'Come with me Earthling, and I will show you the meaning of pleasure.' Wahay hey!



90%

Wiz 'n' Liz

Publisher: Psygnosis
Issue Reviewed: November 1993

Another game that's so much better with two, this okay-ish cute platformer is transformed when the both of you do it. Compete for the collection of coloured rabbits in a magical split-screen race against the clock. Now a budgety £12.99, by crikey.

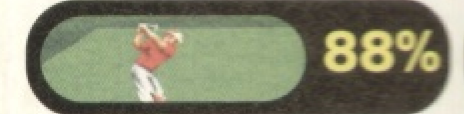


86%

PGA Euro Tour

Publisher: Ocean
Issue Reviewed: December 1994

The best golf sim by about 440 yards, and bags more fun than the real thing, which is admittedly, not a very hard thing to be. Now thanks to those lovely Oceanographers, you and your friends need never touch Woosie's horrid Welsh niblick again. Hurrah!



88%

Ruff 'n' Tumble

Publisher: Renegade
Issue Reviewed: August 1994

The best game ever with 'n' in the title? Ruff has lost his marbles, so that means mayhem in platformular mode for the likes of me 'n' thee. This game is like Michaelangelo's best pencil, because it's right at the sharp end of the platform renaissance.



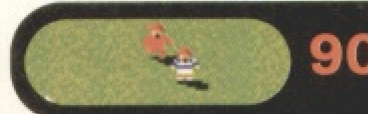
91%

SWOS



Publisher: Renegade
Issue Reviewed: January 1995

It's Sensi, Brian, but now it's a game of two halves! Tactics, transfers and injuries plus That Zambian League in full and all before kick off! Then, look out! Computer teams heading the ball and keepers with less butter on their gloves. The same, only different-er.



90%

Zonked!



Publisher: Psygnosis
Issue Reviewed: October 1994

Er, not new actually, but when we thought about it properly, the best puzzle game of 1994, um, and so here it is. Head-scratching teasery for all ages, though it should be pointed out that wearing a baseball-cap back-to-front is not cool. Is it, Psygnosis?



85%

PERSONAL

ATTRACTIVE vegetarian Nazi-sympathiser (non-smoker) seeks Braun for smoother, shapelier legs. Write to A. Shickelgruber, c/o *The One*.

HONEST, hardworking drill bit (Taurus) wants to annoy next-door neighbours with late-night shelving. Likes, waste-paper, plate-spinning, Cheesy Wotsits; dislikes Imperial Rome. Will you be my rawl-plug? Reply 'Box' when I say 'Tool'.

ENGAGING AND AMUSING buffoon (non-sailor) seeks lively mermaid for swimming lessons and unforgettable fish suppers. Happy 'Dace' are here again. Voice-box.

LOVEABLE Tom cat, agile mouser, great singing voice, seeks tall tree to get stuck in. Together we'll make headlines on Newsroom Southeast. On the Box.

STUNNING savoy cabbage (divorcee) craves soul-mate for garden fun, sun and ultimately romance. I like rain, soil and being food. I dislike slugs and white butterflies. Can you see into my heart? No seedlings. An Orange Box.

ANTI-HUNTING higgeldy-piggeldy sock drawer (non-opener) seeks black-hole or automatic washing machine for strange happenings and temporal anomalies. Reply box?

OLD FASHIONED honeysuckle hedge (Monmouthshire) longs for children's author with access to sweet drawings of small furry animals to wow major publishing-house. Boxy-woxy.

CHAOS ENGINE 2 to *The One*, Chaos Engine 2 to *The One*, over, are you receiving us? Most definitely, oh part three of our on-going series, you have clearance to land on page 32 or 20. Gear Box.

GOLD BLEND DRINKER (25) I can arch my eyebrows, make supercilious or suggestive remarks, and pretend to be very jealous when all the time it was just someone else's brother or sister! Unfortunately I am ugly as sin and crap in bed. Please shoot me. Box is a garden shrub.

DON'T BE SHY, give me a try! I am the Welsh rugby union coach and consequently starved of free-flowing back-play. Come on chaps, lob your passports into the Taff and jump into my Arms Park! Squeeze Box.

BLONDE BUBBLY bath (bright summer haze) seeks novelty plug (no frogs) for those light-hearted cleansing moments. I am 5ft long, 2ft 6ins deep and abhor limescale. Own taps and shower mixer but will consider brass re-fit. Box kite.

ATTRACTIVE but indecisive northern aspect needs caring estate agent for interesting and rococo syntax development. Am I 'sunny', 'rural', 'quiet', or merely 'pleasing'? Please be gentle with me. Window box.

CUDDLY tarn, (Snowdonia) has got the loveliest indigos when the sun strikes it from a certain angle. Come, let's sparkle together a while amid my blue-most deeps, er baby. Box Car Willy.

ACTIVE liposome (mid-40s) wants gullible, mad Lady to rub creamy flying-fox poo into her wrinkly face. Together we can help to challenge the signs of ageing. With a carefully worded sentence which means nothing. At all. Boxes, little boxes.

STRAIGHT bat required by crappy national cricket XI. We have tried pipistrelles, fruits and vampires but they were all too obviously effeminate for the Australian tour party. Reply gingerly to Mike's sweaty Lancashire Box.

LADY in red, petite, six legs and incredibly strong jaw-parts, seeks situation within sappy, understanding evergreen. Now my children have gone I am free and easy! House fire forces move until insurance claim settled. Box — but when I say 'break!' — break.

TALL DARK horse-chestnut tree warns those horrid little boys not to throw iron bars or bricks up into his branches again this year or he will tell David Bellamy on you! My conkers will drop when they are ripe, you ignorant brats! Reeboks are antelope too.

GENUINE Cadbury's Caramac seeks soft old bugger who liked it best out of all the sweets when he was at school. No dentures. Shoe box.

HORNY adventurous Yak, (hairy, casual reader) likes steppes, lowing a bit and serious ruminating, is looking for to chew his cud with the future Dear Mrs. Yak. Sad isn't it? Box of dates.

SLIM volume-to-be of ill-educated, sub-adolescent, stream-of-consciousness (with bags of swear-words) seeks pair of scissors to arrange into narrower poetry shapes. I am pathetically self-obsessed, a graduate and come from an ethnic minority or Northern England (you decide!) and hence my talent is unquestioned. Soap Box.

SMALL hero with limited vocabulary and a face like an up-turned toilet seat, seeks fun-loving sequel. I will meet you in *Valhalla, Before the War*. Next month. It's in my box.

INTELLIGENT life form from another galaxy (Cancer) requires willing volunteer for human vivisection. Fantastic rewards for the right applicant: Please, no more dolphins! Write to Mr. Xargh c/o Leonard Nimoy, It's Strange Stuff, was on ITV, in the 70s. Box of delights.

SENSIBLE Golf (GTI) seeks big space in loveable, friendly Amiga mag for March issues. Maybe. If it's ready. Which it might not be. Box clever.

TIMID games reviewer, (full of hywl) wouldn't say Boo! to a goose but would say *Boo!* is a singular new platformer, featuring the cutest ghost since Caspar (the friendly ghost). Who is pretty damned cute. Match Box Superfast.

GUNS, guns, and more guns! Violence, explosions, bikes, psychic abilities, explosions, guns, dream sequences, guns, strangely drawn Japanese kids with big-foreheads, and lots of shouting. All this will be in *Akira*. Oh and did I mention the guns? Boxer Rebellion.

HOW DO I GET MINE??



March issue out 28th February. Love is an anagram of vole.

MESSAGES

CHIPMUNK, can I see your nuts? — Squirrely-wirrely.

EXTRACTORS are you going to be in us next month? Meet that Matt fella underneath The Arches for a slurp of nice pea 'n' ham soup. Me old china.

ANDY, Baaa, baaaa, Baaa, Baaaaa. baaaa — Mr Woolly.

MATTHEW what's this I hear about *The Complete Chess System*? Have you gone completely doo-lally! Talk to me at once — N. Short.

FLIGHT OF THE AMAZON QUEEN, stop teasing us. Be in *The One* next month. Wear something in mauve crepe de chine, to please my Aunt Ethel.

EMPIRE INTERACTIVE. You, Sir, are a complete and utter cad of the first water. Give me *Dawn Patrol* at once or I will never speak to you again — Captain Horace Maud St. Glib Go-lightly, RFC.

DOOM, why, oh why do you prefer PCs to me? Why can't we talk. I am much more fun in bed. Or on the desk top — Big A1200-y wundredy.

SAUCEPAN, may I wobble your frussets to the end of time? Love Dolly.

JOHN, Jo refused to send you a message. Sorry, mate, we tried.

JO, please wear something silver for me tonight — John.

BIG NOSE, This is a cheap way of sending you a Valentine's Day greeting — Stoat.

ANDY, I will be your saucy mint if you will be my lamb — The future Mrs Nuttall. No, honestly.

JOHN, Jo is still refusing to send you a beautiful and/or loving message. We think she is taking you for granted mate.

GOBBET, Meet me by the chocolate machine for some serious snogging. My tissues are three-ply — Molloch.

MY, MY, MY Delilah! Why, why why Delilah? So before, they come to break down the door, forgive me Delilah I just couldn't take any more — Sammykins.

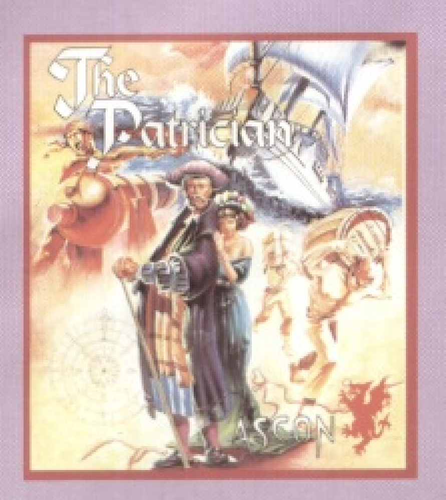
MEET PEOPLE QUITE BY ACCIDENT!

ETHERNET INTRODUCTIONS

Why be alone when you can pick up the phone and start a new life with *The One*! Just take this corner of the Ethernet between your thumb and forefinger and give it a playful tug. You will then instantly (via *The One*'s hyper-sensitive inter-spatial creeling fibres) be connected with thousands of other sad and inadequate souls, who share your boils, bad breath and serious personality disorders. All you have to do is waggle your corner of the ethernet near next month's caring, sharing copy of *The One* and we promise you'll never go into a pub or a play a game of darts alone again!

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Please reserve me my very own copy of The One every month. Because you are so very, very lovely.
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Get some respect...

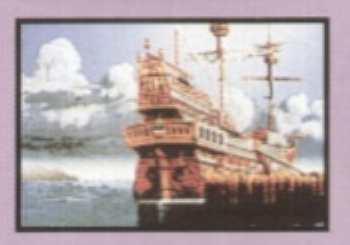


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"The single most involving strategy game since Elite"
CU Amiga





The Patrician Out again at just £16.99



On The Ball

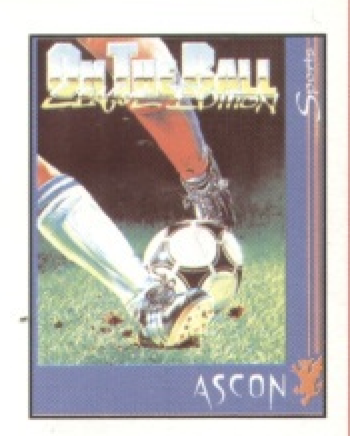
Brilliant animated TV-style matches, an irresistable presentation and loads of detail make On The Ball like no other footy management simulation you have ever played. Now out in both League and World Cup Editions, On The Ball takes football management sims into a whole new league.

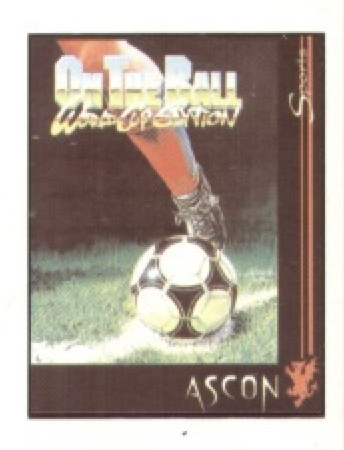
"The best football management game ever" 94% CU Amiga

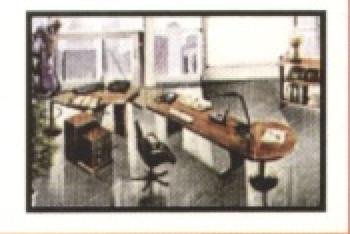
"Footy fans just have to buy the League Edition" 88% Amiga Action

"You'll kick yourself if you miss it" 89% C&VG

"Determines the standards for others to imitate" 8/10 PC Review









Stimulating simulations

EUROPEAN *Challenge*

KICK OFF 3



WHAT THE EXPERTS SAY:

"Pure footie action...with some of the smoothest scrolling seen on the PC" Jeremy Wells, PC ZONE

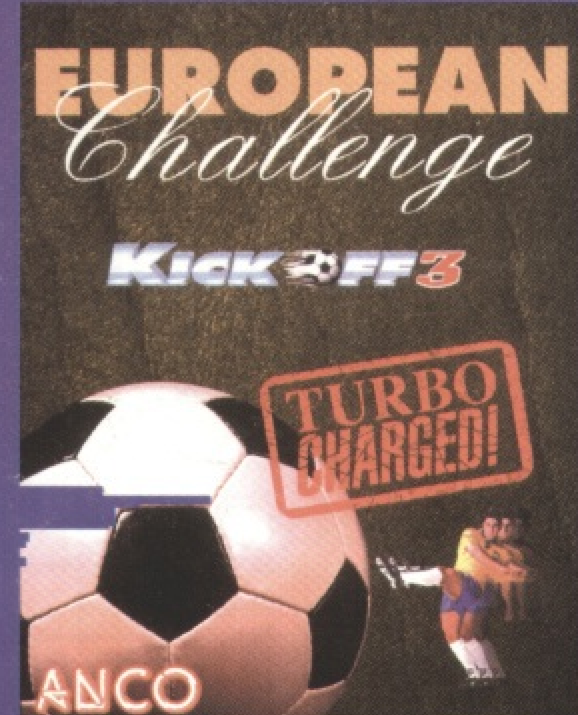
"Looks good...plays good" James Binns, PC FORMAT

"At last a soccer game with real depth for Amiga and PC players" Paul Smith, MATCH MAGAZINE



" The most complete football game ever" Mark Patterson, C&VG

"Fast pace, action and control with a huge amount of gameplay" John Bennett, PC REVIEW



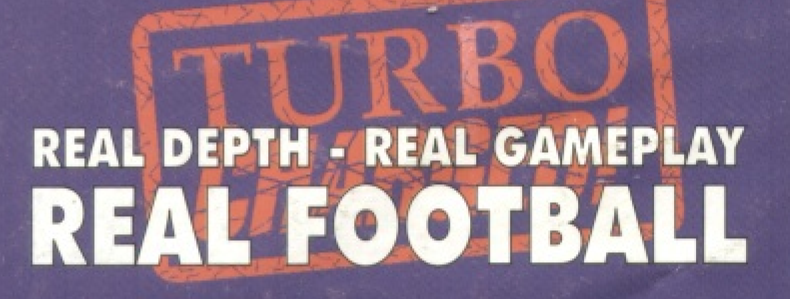
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ANCO

 Anco Software Ltd, 7 Millside Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH Tel: 0322 292513 Fax: 0322 293422 Amiga: Min 1 Mb, 1 button, 2 button and CD32 joypad compatible IBM PC: Min 386/33 MHZ VGA 2 button or Gravis joypad compatible. Soundblaster compatible. * Screen shots displayed are representative of IBM PC and Amiga 1200 versions only.